

THE OFFICIAL  
Nintendo®  
PLAYER'S GUIDE



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# YOSHI'S ISLAND DS

**The Official Nintendo Player's Guide**





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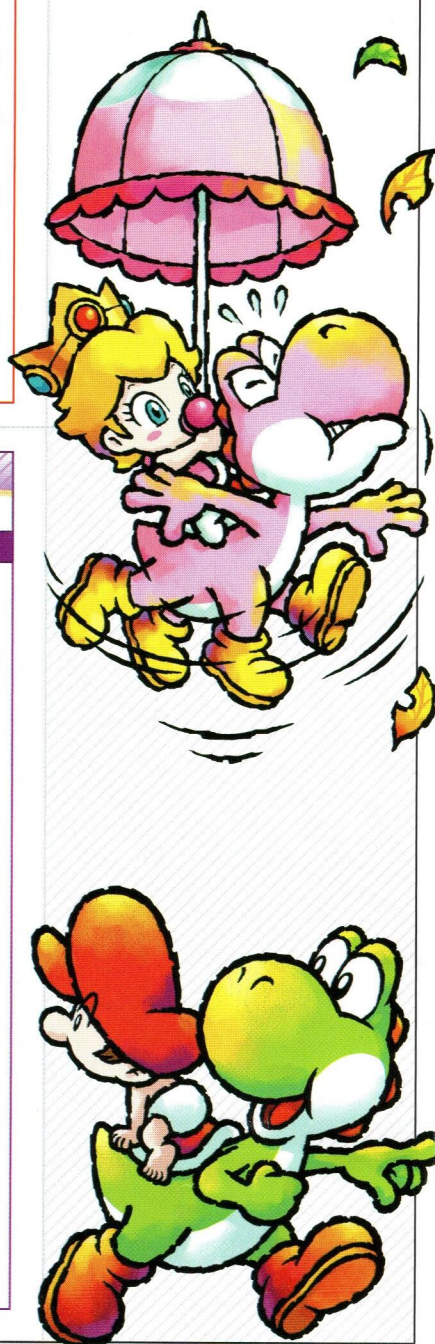
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## Babies Beware!

After years of peace on Yoshi's Island, Kamek the Magikoopa, the nefarious kidnapper from Yoshi's Island: Super Mario Advance 3, hatched a new baby-snatching scheme. It would have succeeded, if not for the actions of a few brave storks who snatched back a core team of neonatal commandos. Now, with the help of the Yoshis—a race of bootie-wearing dinosaurs—Baby Mario and his friends must fight through nasty terrain and even nastier enemies to liberate the tiny hostages!





# controls

## L Button

Press and hold the L Button to lock the targeting reticle at a specific angle when throwing eggs.

## R Button

Press the R Button to throw an egg. Pressing R brings up the aiming reticle automatically. You can set it to throw the egg as you release the button (Hasty), or after you press the button a second time (Patient).



## Control Pad

The Control Pad moves Yoshi and allows you to navigate menus. Press down to crouch, enter warp pipes, or make eggs from an enemy in your mouth. Press up to look up and view overhead, enter doors, or lock the targeting reticle directly overhead when tossing an egg.

## START

The Start Button pauses the game and selects options in menus.

## Top Screen & Bottom Screen

The game makes use of both the top screen and the bottom screen. To switch the screen that Yoshi appears on and to view things that may be far above or below you, press and hold the L or X Button and press either up or down on the Control Pad.

Note: in some areas of the game, you cannot switch between screens.

## A, B, X, Y Buttons

The A, B, X, and Y Buttons can be assigned different functions, depending on your personal preferences. The Patient and Hasty egg-tossing options are outlined below; you can also choose to use the L and R Buttons in lieu of X and Y (choose ABLR Patient or Hasty from the menu).

- A Patient:** Press twice to throw  
**Hasty:** Press and release to throw
- B** Jump (press once)/Flutter (Press twice)
- X** Lock targeting reticle
- Y** Tongue/Spit/Throw

## MAIN MENU

### Adventure

Dive right into the main game. You'll spend most of your time in this mode. The Adventure is a massive game that will take you many, many hours to complete (at least the first time).



### Minigames

Select any of the minigames you've already played in the adventure, and play them over and over again to your heart's content. Try to unlock all of them.



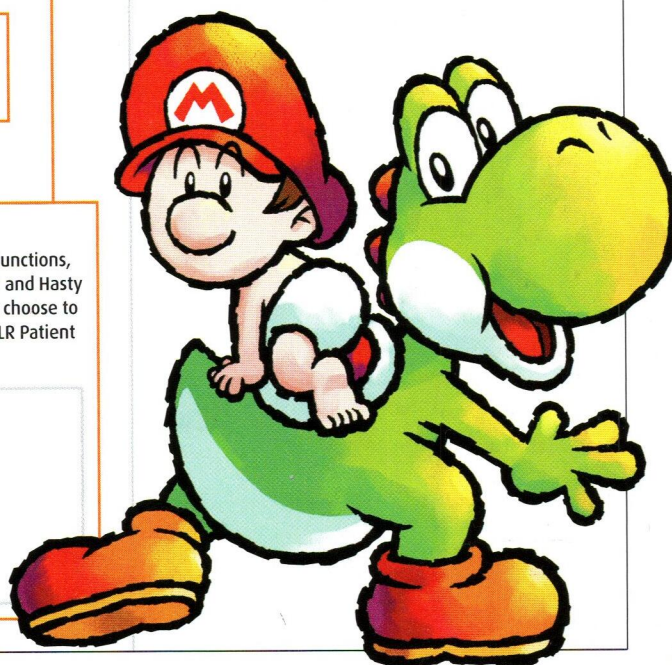
### Time Trial

If you think you're good enough, try to get through the entire game in 100 minutes. This mode unlocks when you beat the game's final boss.



### Options

The Options menu lets you choose between four control schemes. You can also adjust the sound levels if you really, really like the music in the game, as we do.





# yoshi moves

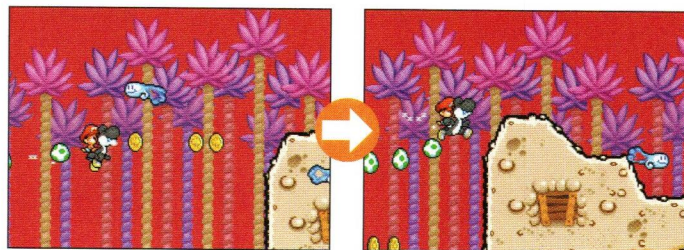
The Yoshis aren't just pack animals—they possess a multitude of moves and attacks that are critical to the mission.

## Basic Moves

Yoshi's abilities are enhanced—or at least changed—by whatever baby he's carrying, but he has plenty of abilities even when he loses his passenger. (Of course, he won't be able to perform them for long unless he gets his passenger back.)

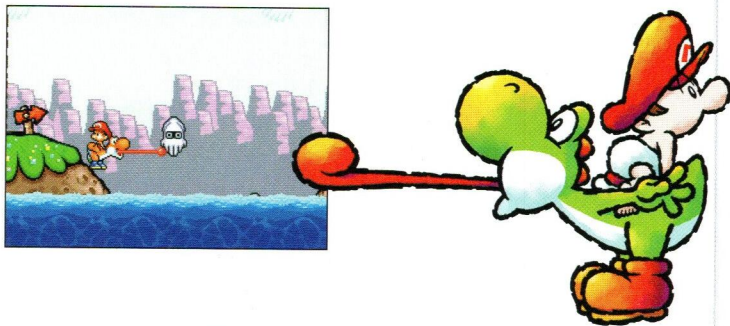
## JUMPING AND FLUTTERING

You'll probably spend more time jumping than doing anything else—so you'd better learn how to do it correctly! Press B once to jump, then again while you are in midair to flutter. Fluttering is a subtle art that requires a lot of practice. You'll often need to flutter to a stop to avoid sliding off a platform.



## TONGUE LASHING

Yoshi's tongue is used primarily for grabbing enemies so you can spit them or make eggs, but it's also handy for grabbing items, recovering babies if they get knocked off your back, and pushing back some inedible foes.



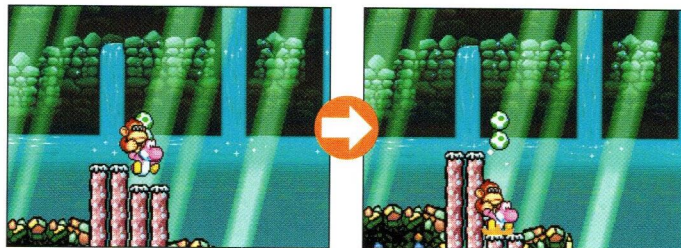
## TOSSING EGGS

Eggs are effective weapons, but they are just as important for item collection. You can obtain distant coins and flowers with a well-placed egg shot. Eggs can also smash through soft stone and dirt. To cancel an egg throw, press down on the Control Pad.



## GROUND-POUNDING

The ground pound (jump, then quickly press down on the Control Pad) is a powerful attack that you'll use against enemies big and small—including some bosses. It lets you pound down pillars and smash through soft stone, too.



## YOSHI MORPHS

Occasionally you'll encounter morph bubbles in the game that transform Yoshi into a specialized vehicle that can be used to collect coins in otherwise-unreachable places.



### HELICOPTER

Take to the skies as a Yoshi helicopter. The helicopter can hover, but it won't stop on a dime if you've built up a lot of momentum. Slow to a gradual stop near walls and obstacles.



### SUBMARINE

Dive, Yoshi, dive! The submarine is the most challenging—and, arguably, the most enjoyable—vehicle to control. You need to anticipate turns: steer early to drift around corners.



### MOLE TANK

Squeeze through dirt-clogged mazes as a burrowing land mover. The Mole Tank is slow and tedious to control—but it's your only option for collecting coins in some narrow passages.



# the babies

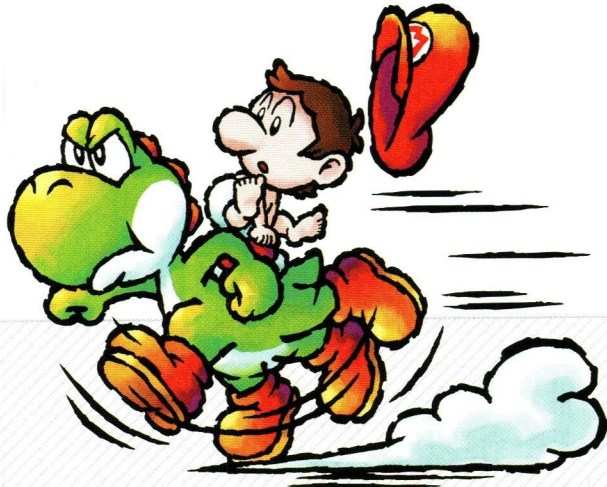
Baby Mario and the Yoshis have recruited some help for the rescue mission. Let's meet the team!

## Baby Boom

Although most of the babies are cooling their heels in a scary-looking castle, a few tiny warriors managed to evade capture. Each of them has unique skills that you'll utilize during the adventure. Some infants, like Baby Mario, you'll meet at the beginning of the journey. The rest will appear at Stork Stops when they are needed.

## BABY MARIO

Baby Mario is the core member of the team—a natural leader with enviable platforming skills. He can even jump on special M Blocks that only he can see. When you need some speed, he's the passenger of choice. He can dash out of danger faster than any other tyke.



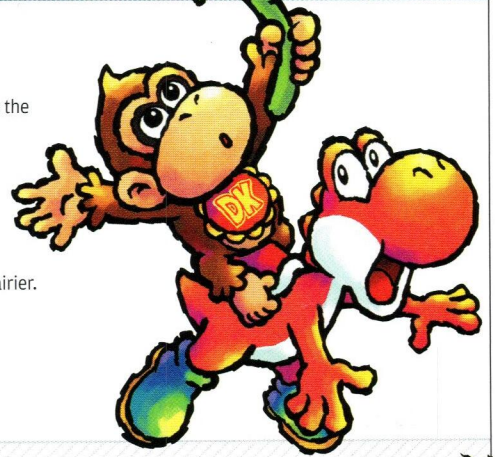
## BABY PEACH

When you need to take to the sky, Baby Peach can help you attain even the loftiest goals. Just open up her parasol and catch a breeze to make the little princess fly like the wind.



## BABY DK

This awesome ape is perhaps the most versatile baby of the bunch. He can climb vines and ropes, throw explosive eggs, smash through soft stone, and cling to many surfaces. He's sort of like a Swiss Army knife, but a lot hairier.



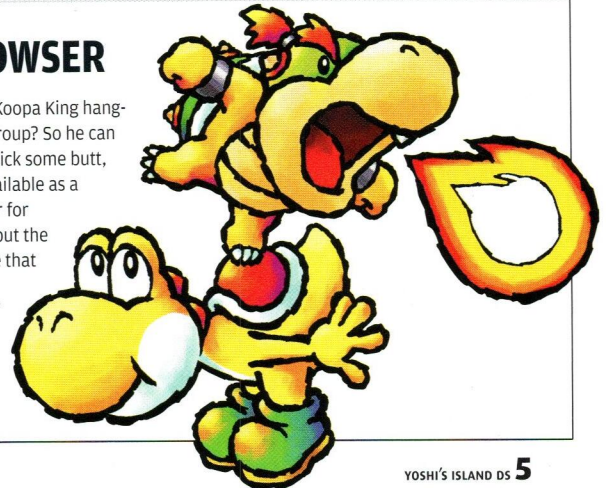
## BABY WARIO

Somebody once said, "Greed is good." Baby Wario must've been listening. He has a powerful magnet that he uses to rob Yoshi's Island of its material wealth. It also comes in handy for moving metal boxes and metal platforms.



## BABY BOWSER

Why is the future Koopa King hanging out with this group? So he can spit fireballs and kick some butt, of course! He's available as a playable character for only a few levels, but the tiny tyrant will use that time to melt your heart—and a lot of ice cubes.





# basic items

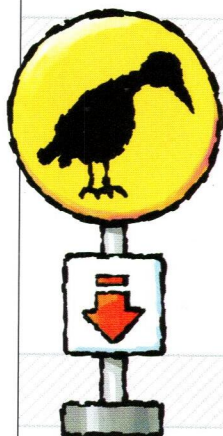
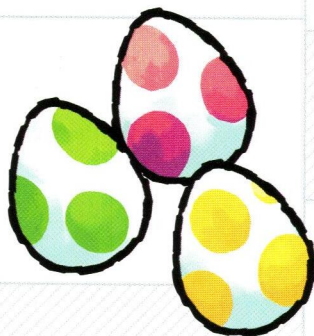
You'll spend a lot of time hunting down booty on Yoshi's Island. Take a few moments to familiarize yourself with these important items.

## Things to Look For

Keep your eyes peeled for items as you fight your way through the worlds. They are usually put someplace for a reason. If you know an item's purpose, you may be able to predict what's coming up in a level.

### EGGS

You can carry up to six eggs, and it's always good to have a full load. They come in three varieties: regular green eggs, exploding red eggs, and yellow eggs that transform enemies into stars. Red and yellow eggs are available only at special Egg Blocks.



### STORK STOPS

Stork Stops allow you to switch babies at specific points in a level. When you stand on the the pad under the arrow, a stork flies out carrying the next available baby. Jump to put the baby on Yoshi's back. You can jump multiple times to cycle through all available babies.

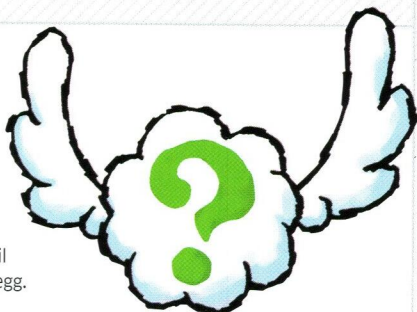
### COINS

Coins are scattered far and wide on Yoshi's Island, and collecting them is a major part of your mission. For every 100 coins you collect, you'll be awarded an extra life. Some of the coins hide special red coins, but you won't know which ones until you collect them.



### WINGED CLOUDS

Winged Clouds always contain something good—usually an item, like a flower or a star. Sometimes Winged Clouds activate stairs or drop a key or switch that you need to progress. Certain Winged Clouds are invisible until you touch them or shoot them with an egg.



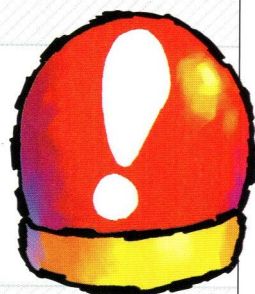
### KEYS

Keys unlock doors. No surprise there. They are usually hidden in Winged Clouds or are hanging from Items Balloons. Sometimes they are just sitting on a hard-to-reach ledge. More often than not, a key opens a minigame hut.



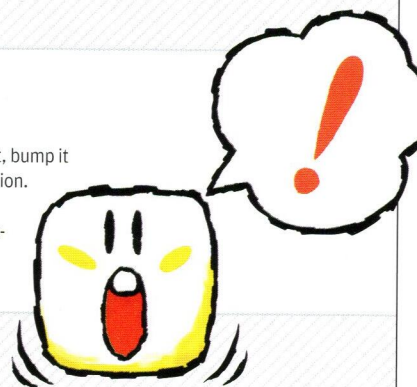
### SWITCHES

Switches activate temporary item-collection opportunities. They usually create a platform, turn on a flower fan, or make items appear. Some of them disappear after one use, so be ready to move once you stomp a switch!



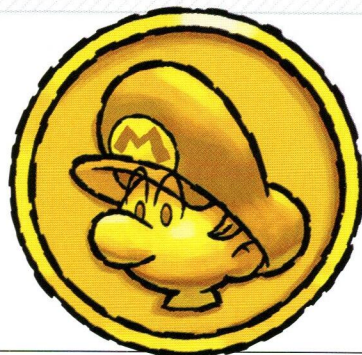
### HINT BLOCKS

When you see a block that has a face on it, bump it with your head to get important information. The blocks usually appear when a new game feature—a special item, new character, new kind of puzzle, etc.—is in the immediate area.



### BABY COINS

Each level contains one large coin that can be collected only by the baby whose face is on it. To all other babies, it appears as just the outline of a coin. When you collect all of the baby coins in the game, hard versions of the minigames become available for your enjoyment.





# your score

Some items are more important than others. Not surprisingly, they are also more difficult to collect.

## Keeping Score

It isn't enough to simply save the babies—you have to do it in style. Your success in Yoshi's Island DS is measured by your ability to collect—and, in the case of stars, retain—three types of items.

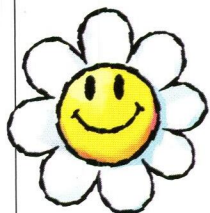
## ITEMS THAT COUNT

Collect the following items in each level to attain 100 points. If you collect all of the items in the eight levels of a world, you'll open a secret level.



### RED COINS

There are 20 one-point red coins in each world, and most of them are hidden behind regular coins. You won't know where they are until you collect them (unless you use our maps!). Some red coins are out in the open—carried by Fly Guys or Item Balloons.



### FLOWERS

Each level has five flowers, and each flower is worth 10 points. So you're halfway to your 100-point goal if you collect all the flowers. They are easy to spot, but often difficult to reach. They are most often inside Winged Clouds.



### STARS

You need 30 stars to reach 100 points, but there are usually more than that in any given level. It's easy to lose them—your star count decreases with every second your baby is off Yoshi's back. You start with 10 and you'll get 10 more for every middle ring you pass through. You'll also find them inside Winged Clouds. Try to max out your count just before you jump through the goal ring.

## DON'T DROP THE BABY!

When an enemy attacks you or you bump a dangerous surface, your baby will fall off Yoshi's back and float away in a bubble. You'll lose a star for every second the baby is floating. If you tick down below 10 star points, you'll regenerate only up to 10 when you get the baby back—you'll have to collect stars to reach the maximum of 30 again. If your star points tick down to 0, the Magikoopas will carry your baby away.



## BONUS CHALLENGES

Any flowers you collect within a level will appear on the spinning goal ring. After you pass through a goal ring, it will gradually stop spinning. If it comes to a stop on a flower, you will get to play a bonus game to earn 1-Ups. If you collect 700 points in a world, you'll be able to select a specific bonus game from that world's menu to play as much as you like.

### FLIP

World 1's bonus game is probably the simplest of the bunch. Toss three eggs at nine panels. Each time you hit a baby, you win a 1-Up. You get nothing for hitting Kamek.



### SCRATCH

World 2's game is similar to World 1's, except that you uncover the panels by scratching them with the stylus. You get three scratches—if you find babies on all three turns, you'll get a 5-Up! Uncovering one and two babies earns you only a 1-Up and a 2-Up, respectively.



### MATCH

The bonus game in World 3 is the best way to add to your lives quickly. At the start of the game you'll see seven matching pairs of images under the panels. Remember where they are, then flip them in sequence. Find all of them for a 10-Up!



### ROULETTE

Are you feeling lucky? Bet a few or all of your lives, then spin and stop the roulette wheel. You can lose lives, too, so be ready to assume some risk. If you're really good, you can stop the wheel wherever you like.



### SLOT

World 5's bonus game is a standard slot machine. Like in the roulette game, you simply stop the moving images. If you manage to line up three of the same image, you could earn a 5-Up.





# minigames

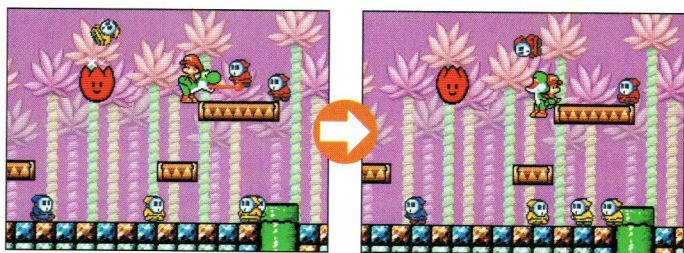
Unlock special huts to play five fun minigames.

## Games within Games

Once you unlock a minigame in Adventure mode, you'll be able to access the game from the main menu to play it whenever you like. There are easy and difficult versions of all five games.

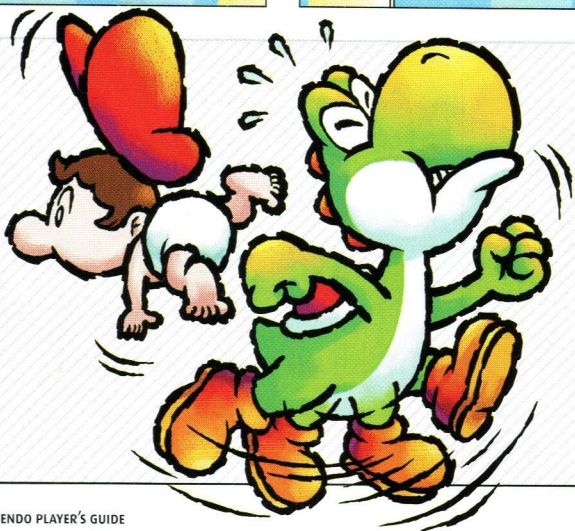
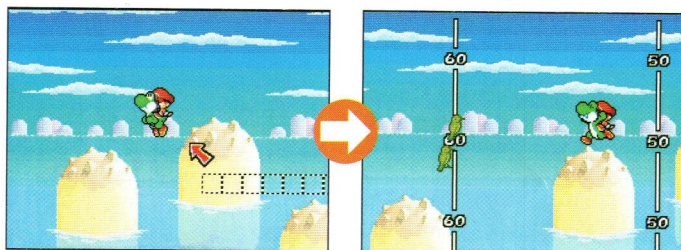
### TULIP-SHOOTER

Slurp up Shy Guys then spit them into a smiling tulip in the center of the room. The best strategy is to carry the enemies to the upper platform then spit them into the air.



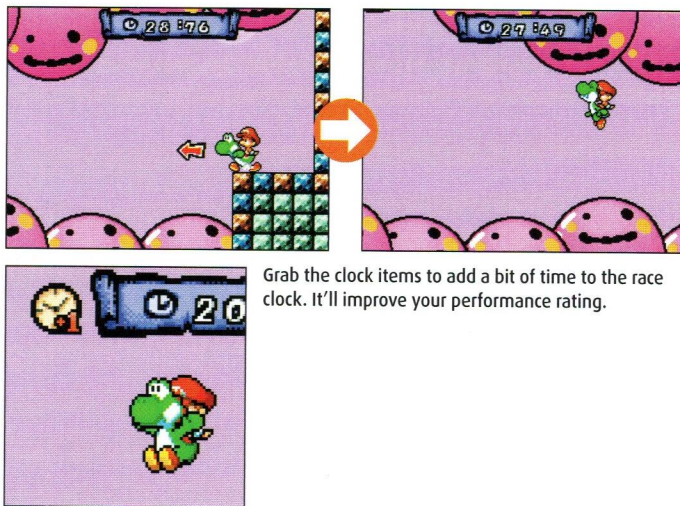
### FLUTTER CHALLENGE

If this game were in the Olympics, it would be called the very, very long jump. Leap off of a tall platform, then flutter as far you can before you touch the ground. If you make it to the 100 mark, you'll get a 1-Up. Try to time your flutters so you release then re-press the B Button as you start to fall.



### BOUNCIE MAZE

In this game, Bouncies aren't a part of the landscape—they *are* the landscape! Race against the clock to get to the end of the course. It's easy to get stuck between the Bouncies, so flutter through the middle of the course as much as possible. You'll be awarded varying numbers of 1-Ups, depending on how well you do.



Grab the clock items to add a bit of time to the race clock. It'll improve your performance rating.

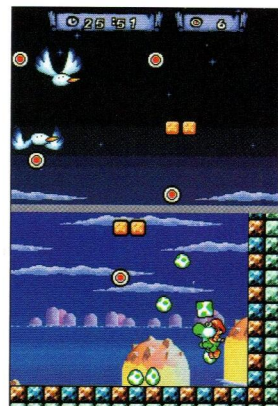
### SPEED-EATER

This minigame is exactly what it sounds like—eat enemies and convert them into eggs. You have a limited time to eat as many enemies as possible, so come hungry! Watch out for Tap-Taps and Spear Guys.



### EGG TOSS

This is a timed target-shooting game. Blast Goonies out of the sky using your eggs until time runs out. Bump the Egg Block when you run out of ammo. It's best to keep your aiming reticle locked in one position while you move Yoshi to make the shots.





# enemies

It wouldn't be much of a game unless you had enemies to thwart. Not to worry—Yoshi's Island DS has plenty.

## The Volk's on Them

There are dozens of enemies in the game, and they fall into many categories. To make sense of it all, head to the museum in the world-selection menu. There you'll be able to view all your defeated enemies in their natural habitats.

## PAWNS TO PUMMEL

Most levels have a multitude of relatively harmless enemies—such as Shy Guys, Boo Guys, and Nipper Plants—that you can quickly turn into eggs. It's usually just as easy to eat them as it is to fight them.

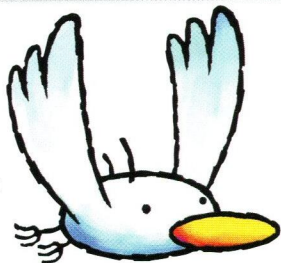
## FOES LIKE FIBER

Some enemies—notably Koopas and Para-Koopas—can be slurped up, but they refuse to be converted into eggs. You can always spit their shells at foes—just be careful the shells don't bounce back at you.



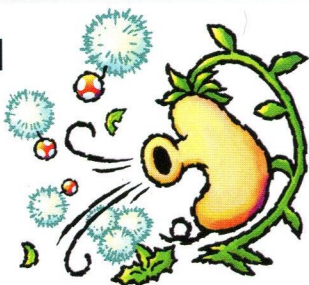
## HECK FROM ABOVE

Airborne enemies are particularly troublesome because they can attack you from a distance when you least expect it. Some, such as Goonies and Items Balloons, allow you to hitch a ride on their backs to get through difficult chasms. Others just drop bombs on you to make your life miserable.



## ROOT OF THE PROBLEM

The purpose of some enemies, like Windbags and Eggo-Dils, is to make other enemies. It's usually a good idea to take them out immediately to save yourself trouble later. However, sometimes it's smart to hang around near them so you can generate some eggs. As a last resort, you can flee from their area.



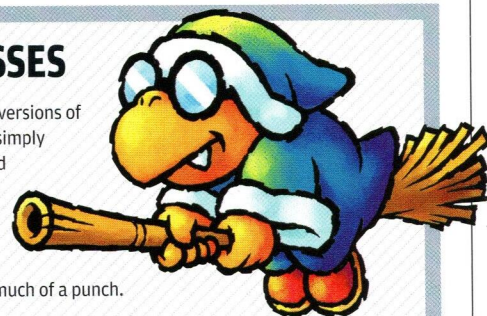
## WORTHLESS WORRIES

Some enemies have no upside. They're either inedible and indestructible (like Tap-Taps) and simply get in your way, or they're useless as egg fodder (like some swimming foes). When you run into Tap-Taps, just push them over a ledge or out of the way with Yoshi's tongue.



## BIG BAD BOSSES

Bosses are usually just big versions of common enemies. Kamek simply swoops in on his broom and sprinkles a little magic dust on a Yoshi-sized enemy to make it huge. Don't be intimidated: bosses usually don't pack much of a punch.



## BIGGER SMALLS

Boss battles often take place across both the top and bottom screens of the DS. As in other games, bosses usually follow an attack pattern.





# helpful hints

Maps and tips are certainly helpful—but if you want to survive the game's tough environments, you'll also need to follow a few simple rules.

## No Substitute for Fine Motor Skills

Yoshi's Island DS is a very challenging game, so don't think you can waltz through the worlds with a map in your hand. Even if you know exactly what you need to do, there's no guarantee you'll accomplish an objective if you don't have hard-earned skills. Follow the advice on these pages and develop good platforming habits!

### SLOW RIDE

With a few exceptions, the game doesn't put a time limit on your exploration. Proceed with caution and examine environments before you start jumping. Planning is often just as important as reaction time.

### LOOK A BIT HARDER

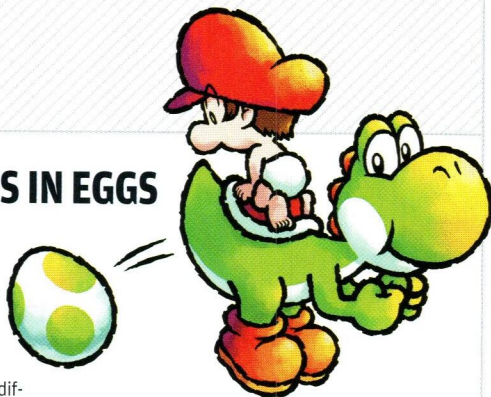
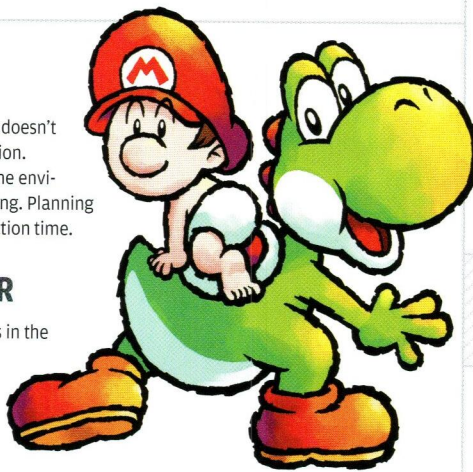
The designers put all those items in the world for a reason. Take time to examine suspicious areas within a level. You have the maps, but you can often find hidden Winged Clouds and other items on your own if you learn to read the terrain.

### "PATIENCE" IS THIS BABY'S MIDDLE NAME

Many dangers in Yoshi's Island DS are designed to punish impatient gamers. Look for patterns before you jump onto a moving platform. Examine the configuration of a stack of stones before you start moving them around. Think before you stomp that switch. If you have the patience to perform a task correctly the first time, you won't have to take the time to do it again.

### THE FUTURE IS IN EGGS

Don't toss off eggs like there's no tomorrow. It's important to conserve at least a couple in case you run into egg-dependent tasks later. Early in the game, eggs are plentiful—but as the tasks get more difficult, eggs get harder and harder to find. When you suspect you'll need eggs for later, try avoiding rather than shooting enemies—you can come back to get them when the time is right.

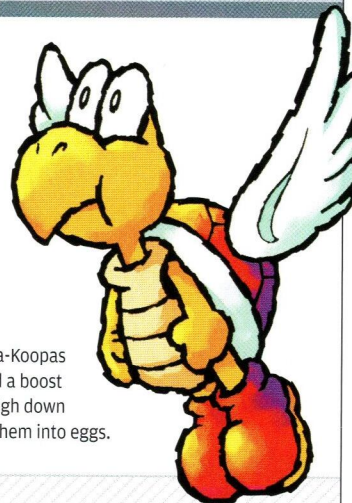


### AN EYE FOR ENEMIES

Learn the characteristics of different enemies and try to predict their behavior. Don't be too quick to reach for your eggs, or you'll waste them. Consider using enemies against each other; if you spit a Koopa Shell, for example, you can take out a squad of the Koopa's friends.

### FRIEND AND/OR FOE

It isn't always wise to defeat an enemy. Most Para-Koopas are useful as makeshift platforms when you need a boost in midair. Sometimes you can use enemies to weigh down switches. At the very least, you can usually turn them into eggs.



### GET CLOSE TO THE LAND

Recognizing the features of your environment is important. You'll land differently on ice, for example, than you would on a platform. Recognize which surfaces will kill you, and which ones will merely hurt you. Make a mental note of how some surfaces—like Bouncies and clouds—react when you land on them. You may be able to use that information later to accomplish a goal.

### INFANT INTEL

If you're struggling with a task in a level, think about how you might tackle the problem using a different baby. Each has unique abilities that may offer an easy solution to another baby's insurmountable problem.

### NEW KID, OLD WORLD

If you return to previously played levels with a new baby, you may find some items you need. Baby DK can climb to areas that are beyond Baby Mario's reach. Remember that some levels require you to start with a specific baby so you can make it to the first Stork Stop.

### SILLY SYMBIOSIS

The different babies also affect how Yoshi performs in the game. When he carries Baby DK, he can throw explosive eggs. Baby Mario allows him to run very fast. When he needs to flutter across a chasm, Baby Peach gives him slightly better hang time than the other babies. Don't pick up passengers at random—think of the tasks ahead of you.



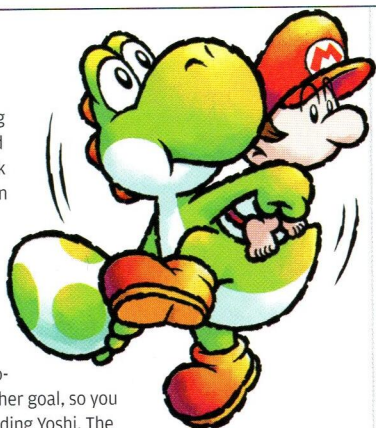


## LOCK AND UNLOAD

You have the ability to take steady aim during egg tosses, and you should use it. Pick a good firing angle and lock it. It's something to think about before you hop on a moving platform in an enemy-filled room.

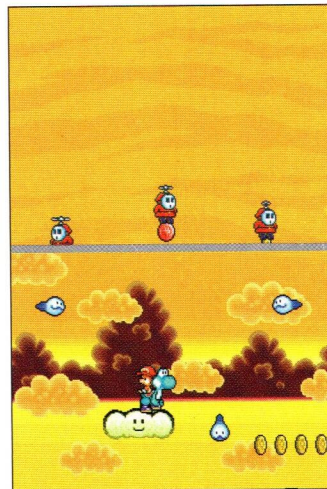
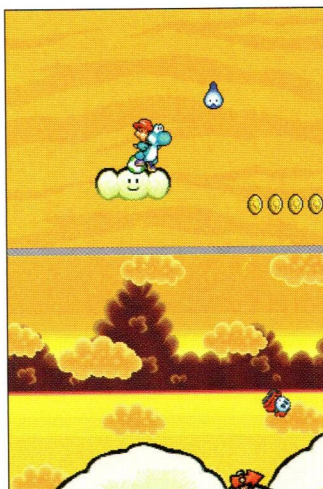
## THE QUALITY OF EGGS

What do you want your egg to do after you throw it? Should it bounce off a wall into a flower, or clear away soft stone with an explosion? Baby Peach's eggs can't accomplish either goal, so you may want to head to the Stork Stop if she's riding Yoshi. The kind of eggs you're using also affect how you'll target enemies: bouncing eggs require more-precise aim than the mortarlike exploding eggs.



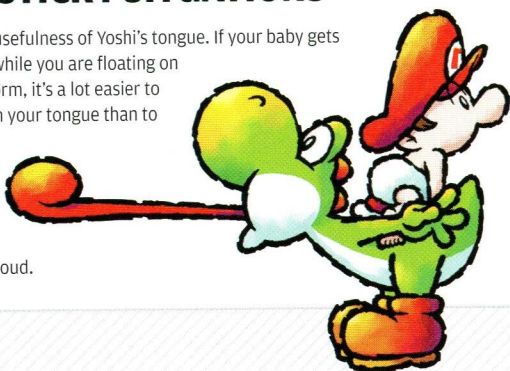
## TAKE THE LONG VIEW

Use the L or X Button in conjunction with up and down on the Control Pad to shift your position from the top screen to the bottom screen, and vice-versa. You'll make the adjustment at several points in the game when you need to check for enemies on a different part of the map, or make sure you have a place to land if you jump off a ledge. It costs you nothing to check out what's around you, but it'll cost you a life if you act based on an assumption rather than an observation.



## GREAT FOR STICKY SITUATIONS

Don't underestimate the usefulness of Yoshi's tongue. If your baby gets knocked off Yoshi's back while you are floating on a cloud or a moving platform, it's a lot easier to pull the babe back on with your tongue than to save it any other way. Your tongue is also great for scooping up those pesky stars that bounce around after they fall from a Winged Cloud.



## LOVER OF LIFE

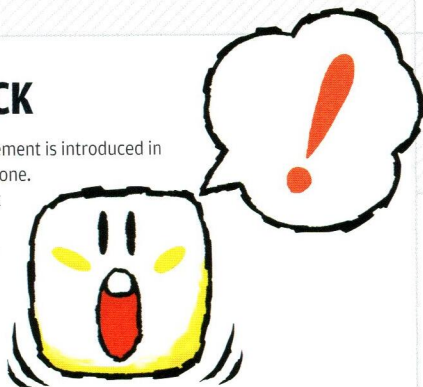
The game is designed to give you many 1-Ups as you progress through the worlds, so you should have a nice stockpile of lives to fall back on—for a while. When you start tackling the very difficult levels in Worlds 4 and 5, you may eat up dozens of lives to accomplish a single objective. Inoculate yourself against premature death by playing bonus games. It may seem tedious, but it's a lot better than replaying an entire world because you lost track of how many lives you had in reserve.

## TALK OF THE BLOCK

Hint Blocks appear whenever a new element is introduced in the game, so be on alert when you see one. Of course, you should also hit the block to find out what it has to say. Sometimes Hint Blocks tell you exactly what to look out for in an area.

## ARROWS OF CLARITY

Look for arrow signs that indicate the proper route in confusing areas. Additionally, arrows on the walls show you the proper angle to toss an egg. Don't worry: Bowser didn't put them there as a trick.



## BE A FLUTTERING FOOL

As the game gets more difficult, you'll find it necessary to flutter to a landing from your jumps. Some platforms are very small or in motion, so a little fluttering just before you land will help you position yourself for a perfect landing. A flutter at the top of a jump gives you a little extra oomph, so you can get up to a platform that's beyond reach otherwise.



## TAKE ONE FOR THE TEAM, KID

Losing your baby isn't always a bad thing. If you are being pursued by a Super Big Tap-Tap, it may make sense to take a hit, let the big enemy pass by you, then grab your baby and move on. You can also rush through a dangerous area where you'll lose your baby, continue to safety, then use your tongue to pull the baby into the safe area. If you employ this tactic early in a level, you'll have plenty of opportunities to collect stars before the end. The strategy is too risky late in a level, however.



# map key

Without a key, a map is just a pretty picture. Look for these critical items and landmarks as you race to the goal rings.

## Land of Plenty

There are hundreds of items to locate in the game, so it helps to know what you're looking for among the flora and fauna. The most important map features are listed on this page.

## MAP ITEMS AT A GLANCE

The following icons appear on the maps throughout this guide.



### MIDDLE RINGS

Checkpoints where you can restart in a level if you die. They award you 10 stars.



### GOAL RINGS

The finishing point for each level of each world.



### DOORS

Entrances to new areas in a level. One-way doors have an X across them.



### LOCKED DOORS

Doors that require a key to open them.



### BOSS DOORS

One-way doors that lead to boss battles.



### EGG BLOCKS



Blocks that replenish your egg supply. Red and yellow blocks contain one egg; green blocks contain unlimited eggs.



### WINGED CLOUDS

Item-bearing objects that may contain stars, flowers, switches, or 1-Ups.



### FLYING SHY GUYS

Flying enemies that carry coins, 1-Ups or red coins.



### HINT BLOCKS

Blocks that give valuable game information.



### SUPERSTARS

Items that render Baby Mario temporarily invincible.



### WOODEN CRATES

Breakable item containers useful for activating switches.



### HIDDEN BLOCKS



Temporary ! Blocks aren't immediately visible and can be used or seen only after hitting a switch. M Blocks can be used only by Baby Mario.



## CONNECTIONS



Letters within circles indicate warp pipes, doors, or other connected areas. Match the letters on the maps to see where the exits lead. The circles are color-coded to match each world.



Black triangles indicate places where the map has been broken to fit on a page in this guide.

## MAP CALLOUTS

The following icons appear around maps. Red lines point to their locations on the maps.



### RED COIN

Each world has 20.



### STORK STOP

A place to swap babies. A baby icon attached to a Stork Stop icon indicates that you should switch to that baby to perform a certain task. Stork Stops that appear only when you revisit an area are marked accordingly.



### FLOWER

Each world has 5.



### KEY

Keys open locked doors.



### INVISIBLE WINGED CLOUD

A Winged Cloud that must be touched by a character or an egg before it will appear.

## BABY ICONS

Look for baby icons attached to Stork Stop icons. Baby icons also indicate places where you must return to a level later with a specific baby.



### BABY MARIO



### BABY WARIO



### BABY PEACH



### BABY BOWSER



### BABY DK

## BABY COINS

Only the baby whose image is on a coin can view and collect the coin.



### BABY MARIO COIN



### BABY DK COIN



### BABY PEACH COIN

## YOSHI MORPHING

Bubble icons indicate where you can morph into a vehicle or prolong the transformation to complete a task. To reverse the transformation, hit a Yoshi Block.



### HELICOPTER



### SUBMARINE

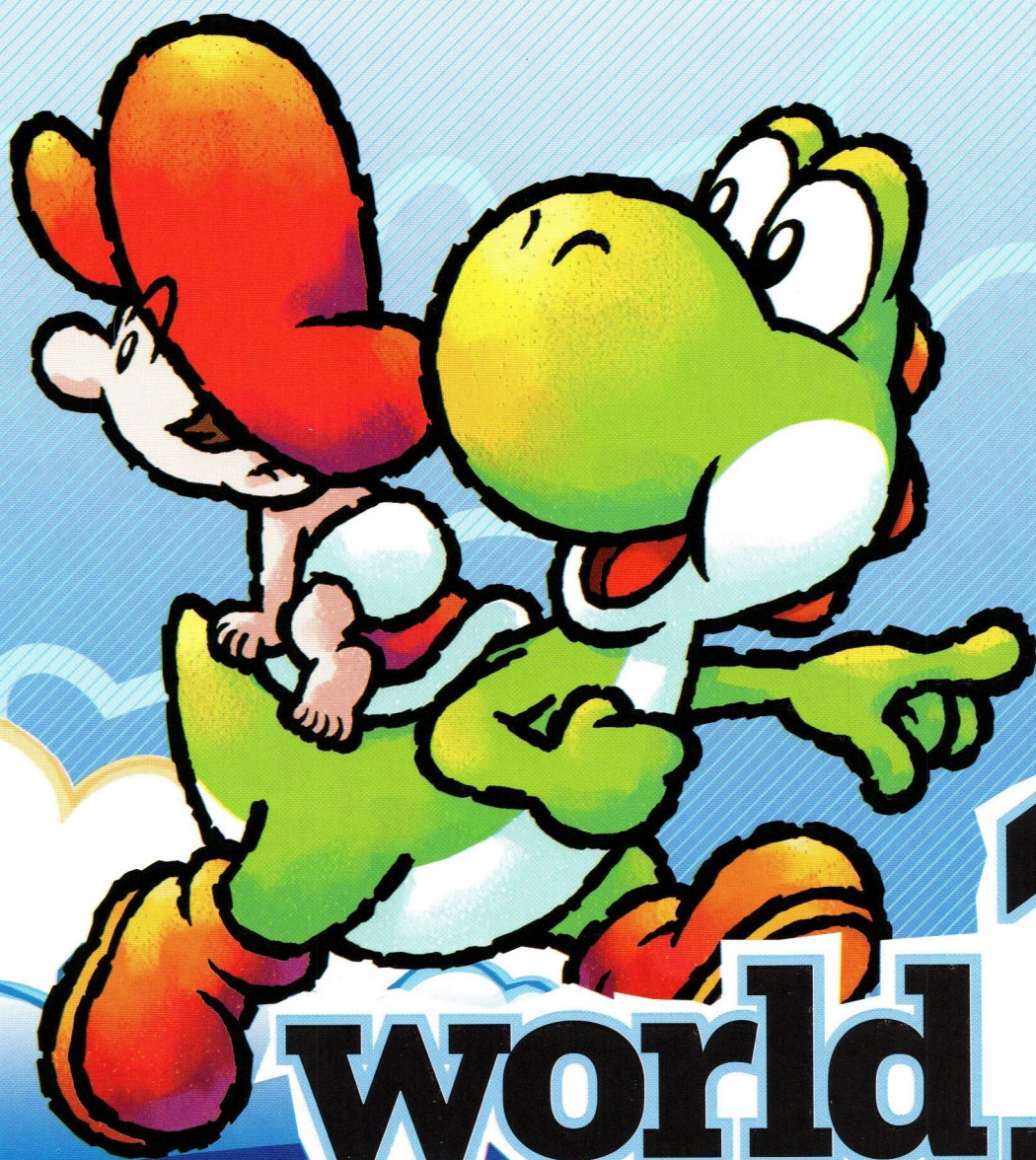


### MOLE TANK



### YOSHI BLOCK





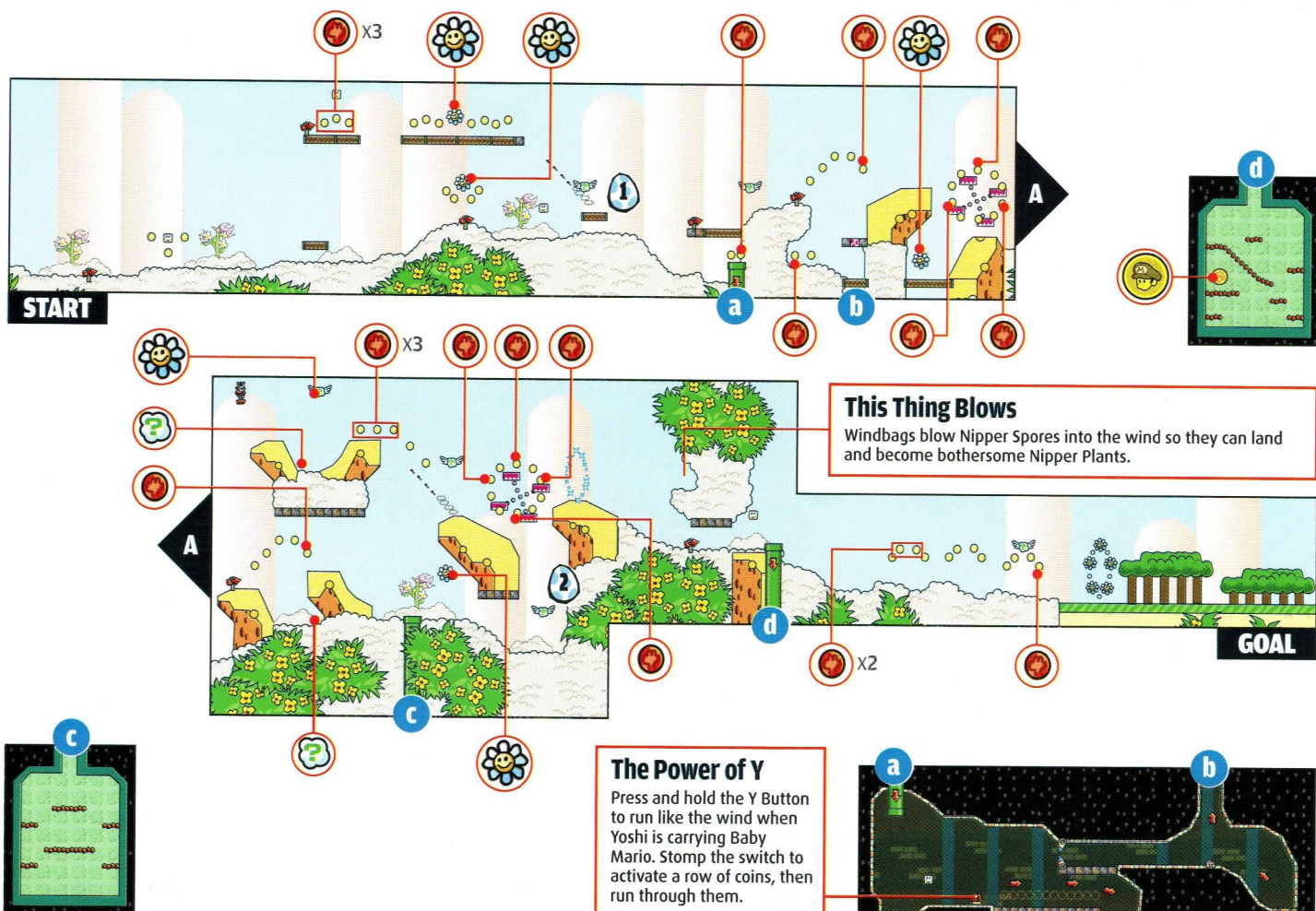
**world 1**



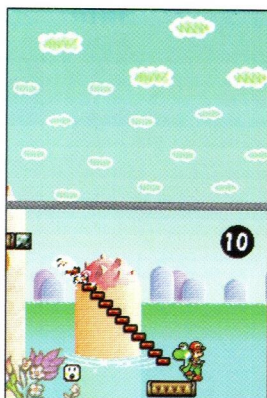
# world 1-1

ba-dum BUM!

Babies are missing. Why are you just standing around!? Get on your dinosaur, and get moving, Baby Mario!



**1** When you hit a Winged Cloud with an egg, something good always appears. In this case, it's a staircase to a bunch of goodies. Get used to shooting Winged Clouds—they're critical to your mission.



**2** Another Winged Cloud will release a seed that grows into a sunflower you can climb up to reach a revolving platform. Jump left to a ledge, then shoot another Winged Cloud to create a staircase up to a flower and a red coin.

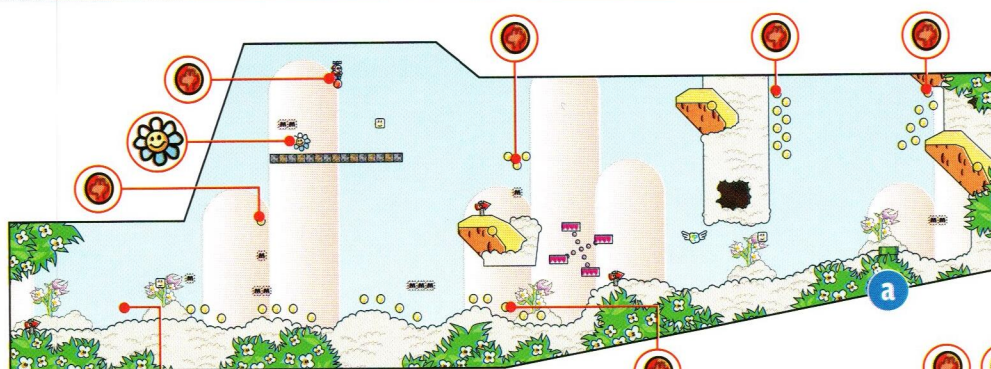




# world 1-2

hit the M blocks!

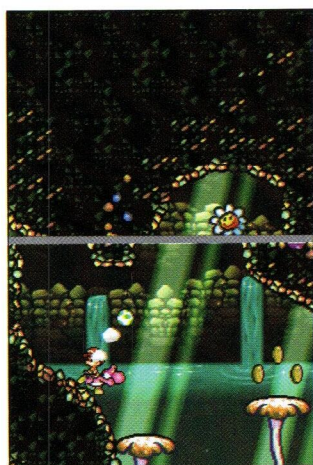
What's the point of being Baby Mario if you can't collect coins by bumping your head against stuff? In World 1-2, the little guy's destiny is revealed.



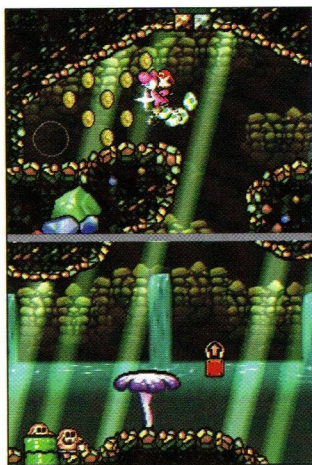
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**1** Stand on a tall mushroom to shoot an egg at the flower up in a nook of the cavern's ceiling. If you have trouble with the shot, you can always make more eggs.

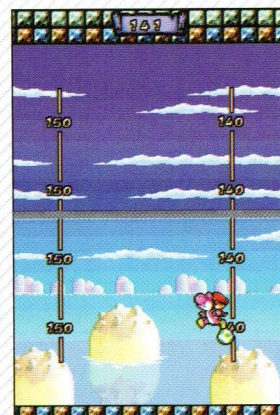


**2** Bump the M Blocks at point 2 to reveal a spring ball you can use to jump to a higher ledge. Grab all the coins and the key that's hanging from an Item Balloon.



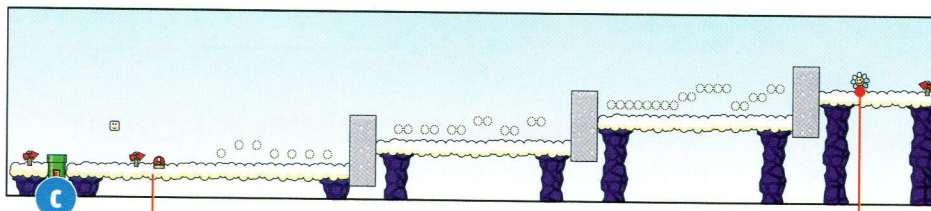
## Flutter Challenge

The first minigame hut will challenge your fluttering skills. Jump from a tall platform then flutter as far as you can before you hit the ground. If you make it to the 100 mark, you'll get a 1-Up.



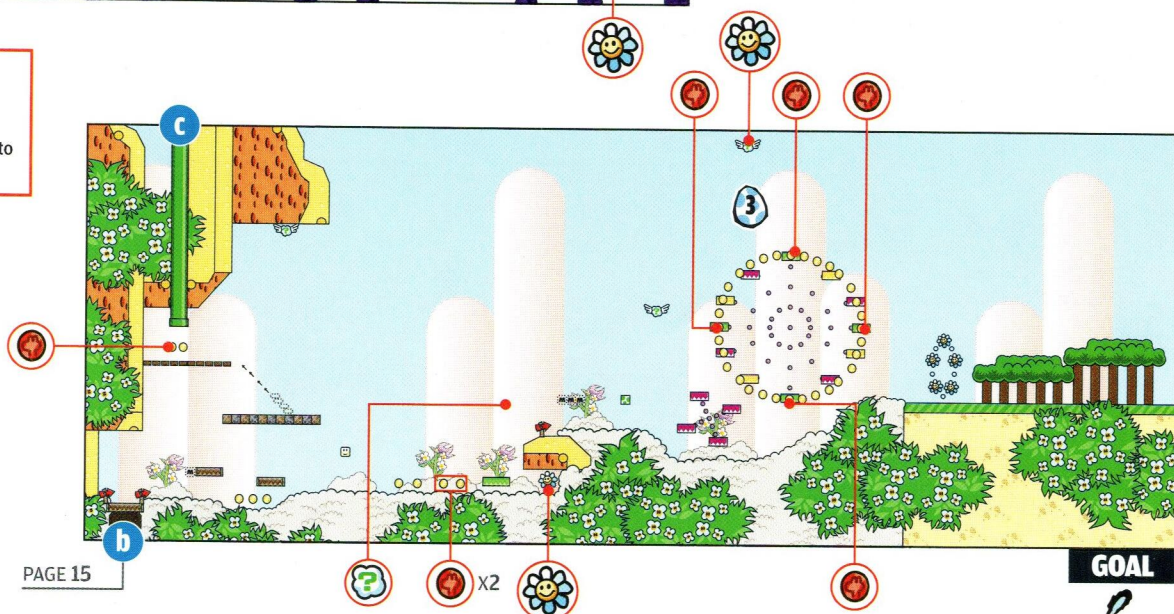
Get the most out of your fluttering by hitting the B Button just as you begin falling.



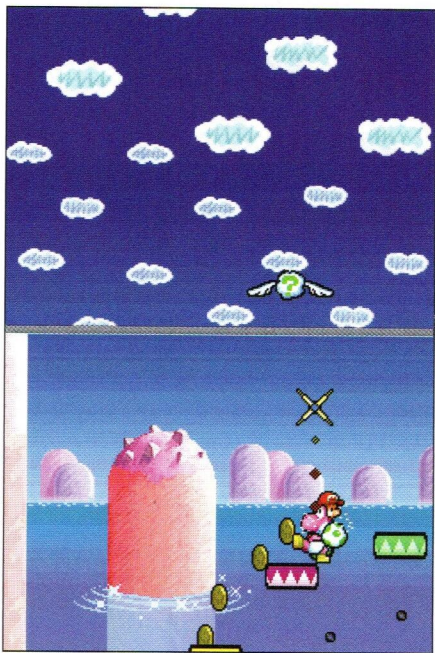


### Beat the Walls

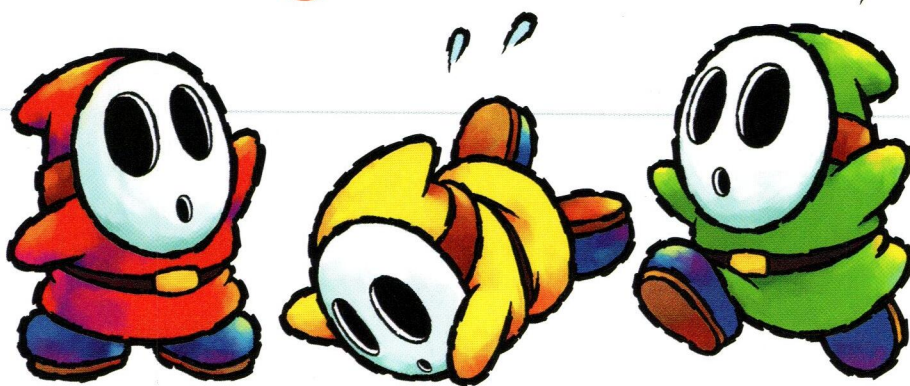
Stomp the switch then use Baby Mario's superspeed to race over slowly rising walls to the flower at the finish line.



3 Shoot the Winged Clouds with eggs while riding on a revolving platform. Don't worry if you miss a few times—a nearby Egg Block will let you replenish your ammo supply.

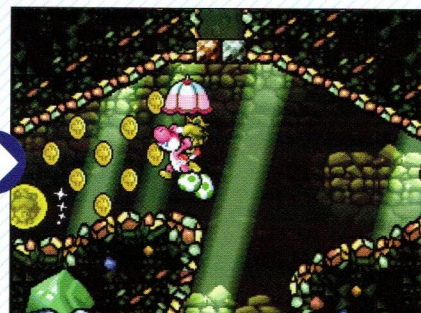


Shoot the Winged Cloud to reveal a flower, then shoot the flower to collect it.



### Return with Baby Peach

If you return to this level later with Baby Peach, you'll be able to collect the Baby Peach Coin in the cavern. Hit the M Block beneath it using Baby Mario to reveal a spring ball, then go to the Stork Stop to switch to Baby Peach. Bounce up to the coin to collect it.

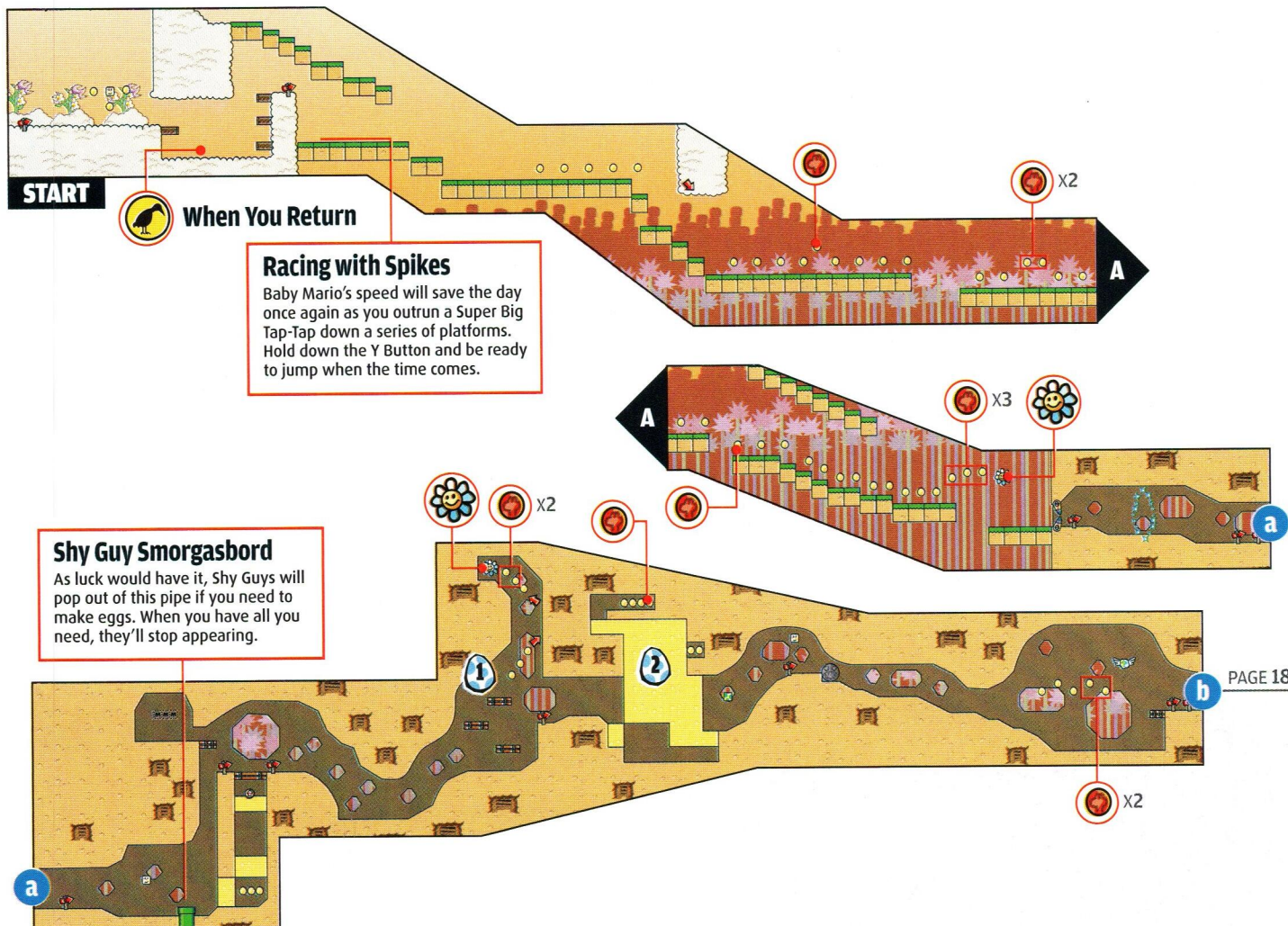




# world 1-3

## mario's fleet feet

Lace up those running shoes, Baby Mario. When you're in a race with a Super Big Tap-Tap, second place is the first loser.

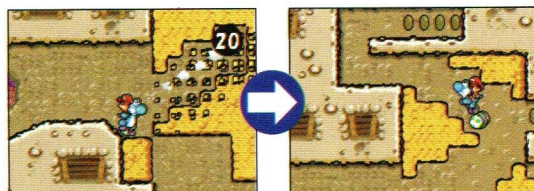


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**1** Toss bank shots off of the cave wall to collect two red coins and a flower. If you need help finding the proper angle, look to the red arrows.

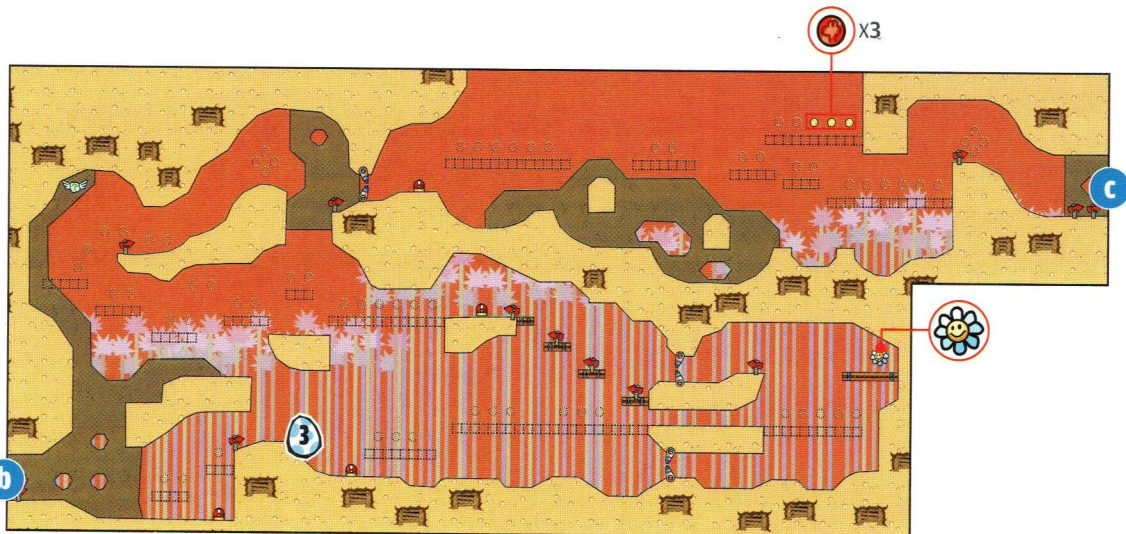


**2** A few well-placed egg shots into the soft dirt will create a platform you can climb up to the red coin. Once you are through the clogged passage, hop on top of the boulder and roll over enemies in your path.

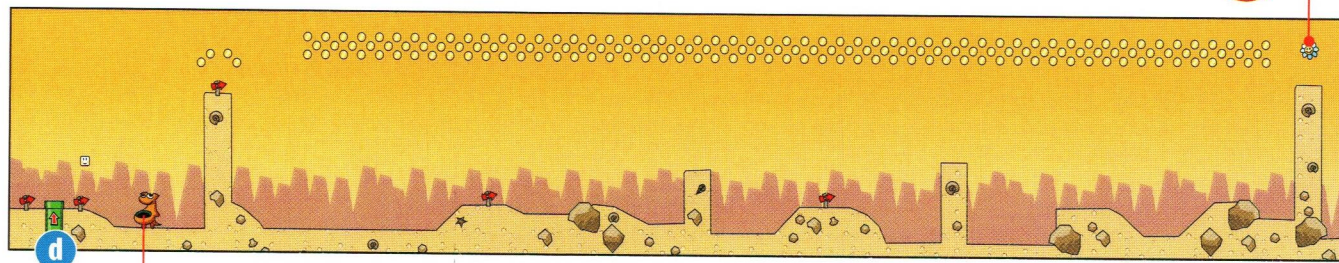


Try shooting an egg diagonally to create makeshift stairways of soft dirt to reach the red coins.



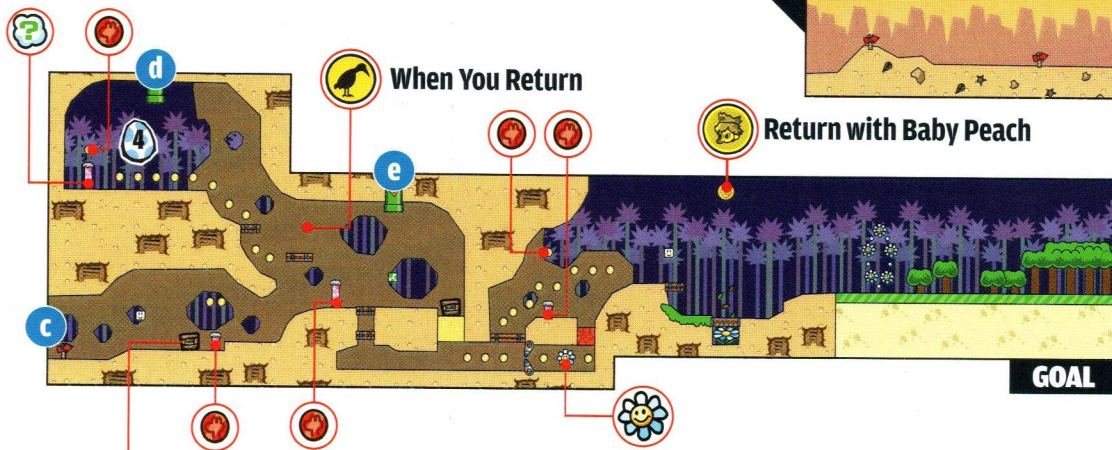
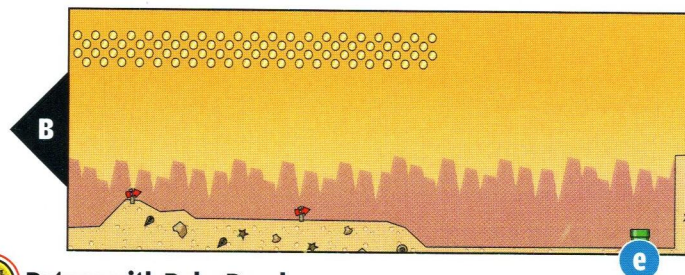


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### Hop-Along Mario

Jump into the kangaroo's pouch to collect a row of coins in the sky. Make the marsupial hover at the top of the jumps to collect more coins.



### When You Return

### Return with Baby Peach

### Pile Driver

The ground-pound move will open crates and drive pedestals into the ground. It works on some bosses, too.



Stomp on switches to activate temporary M Blocks. You'll need to race up the platforms to collect all the red coins and reach the next switch. There are three switches in all, and platforms they create get progressively difficult to navigate. On the third set of platforms, there is virtually no margin for error.



Ground-pound the pillar underneath the warp pipe to make a Winged Cloud appear. Shoot it to cause stone slabs to rise out of the ground, then climb up to the pipe.





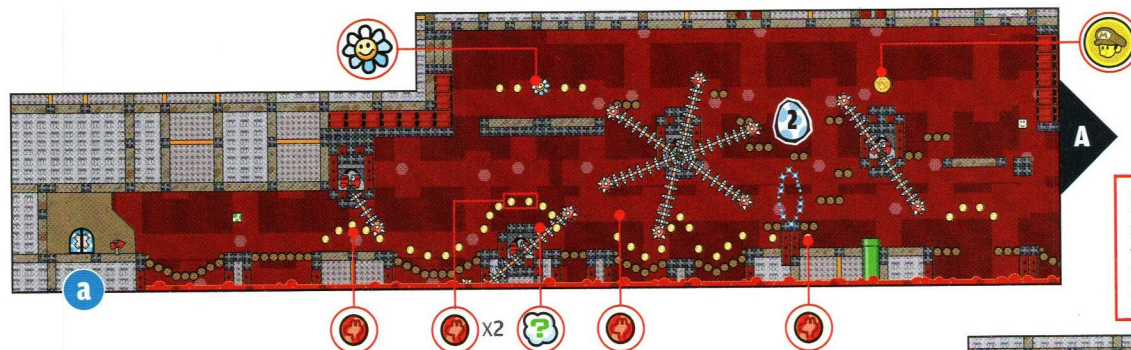
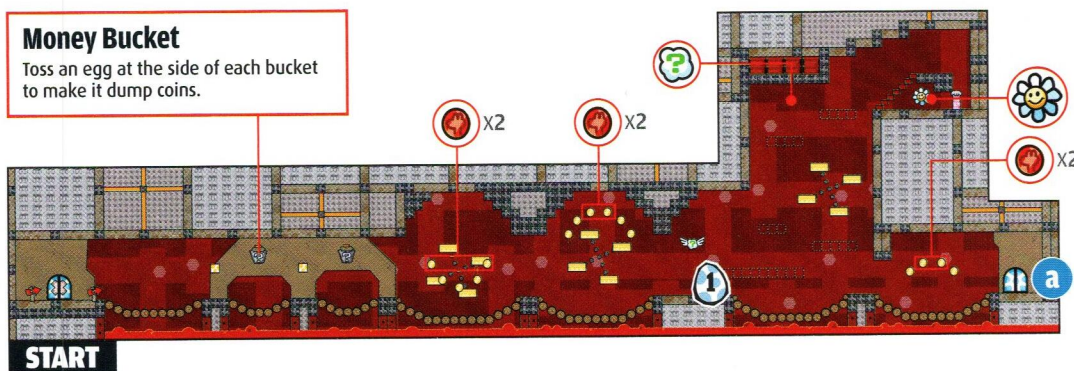
# world 1-4

castle of the big burt bros.

The Big Burt Bros. are spherical miracles of energy and agility ready to stomp on your head. In other words, you've just arrived at the first boss battle.

## Money Bucket

Toss an egg at the side of each bucket to make it dump coins.



## Bank on It

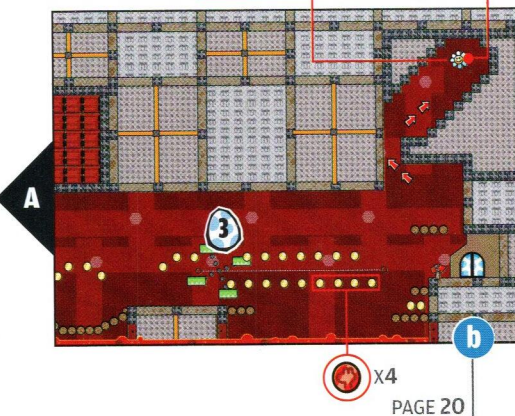
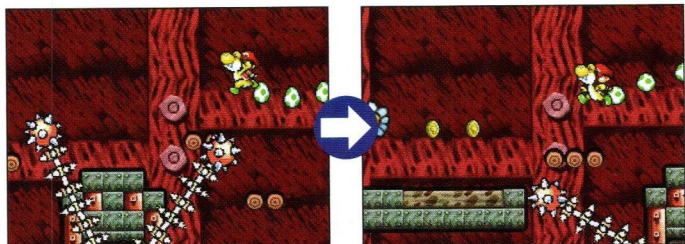
Lob an egg in the direction of the red arrow to bank it off the wall and collect a flower.

1

Shoot the Winged Flower to reveal a switch, then stomp on the switch to activate temporary platforms. Jump up the platforms to reach the flower up on a ledge. Make a series of quick jumps up the revolving platform so you'll get high enough to reach the last two temporary platforms.

2

The easiest way to get to the flower is to climb up to the Baby Mario Coin, then jump and flutter back to the left from there. Make a series of quick jumps on the small platforms to avoid the spinning spike beams.



3

Jump up the tracked revolving platform to make it move over the lava. Keep an eye out for Blarggs as you collect the lower row of coins. To collect the coins below the ledge, move the platform back to the left to attract the Blarggs, then jump to the coins.

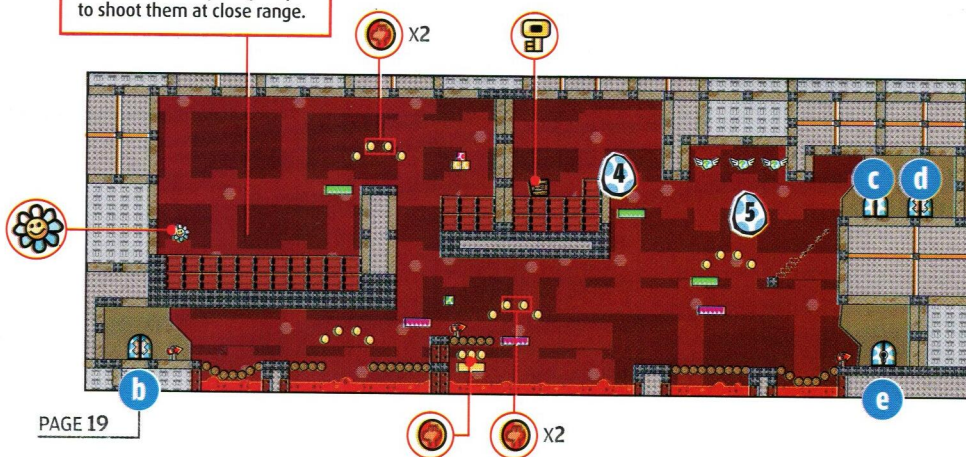


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## Hey, Burts!

Egg a pair of Burt Bros. to transform them into stars. The bros. move quickly—try to shoot them at close range.

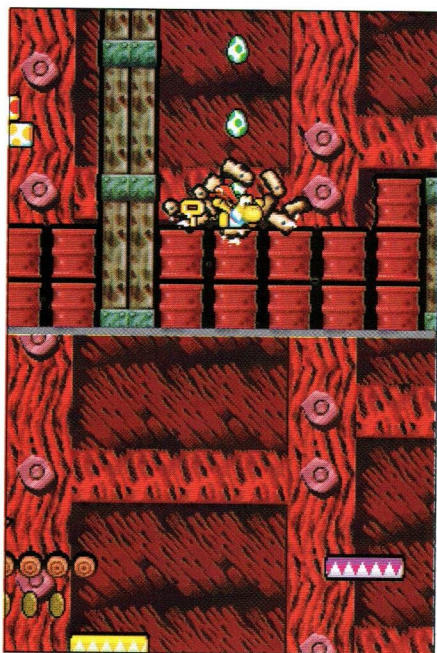


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## When You Return



- 4** Ride the moving platform up to the ledge then ground-pound the crate to reveal a key to door e. It leads to the boss chamber.



- 6** Destroy all the Piranha Plants in the room to reveal the flower. In case you run out of ammo, there are plenty of Boo Guys to slurp up and turn into eggs.

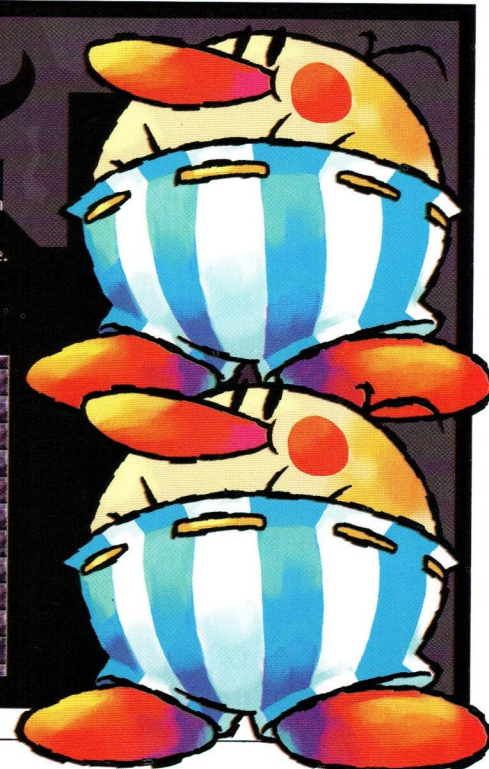
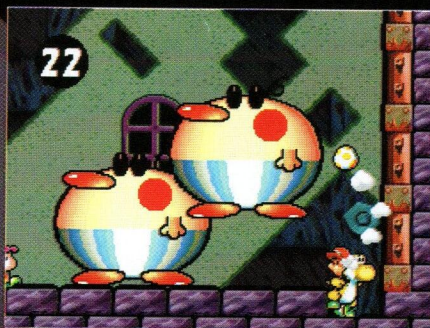


- 5** Shoot two Winged Clouds to release coins and stars, then be ready to grab the items as they fall to the ground. The third Winged Cloud, on the far right, reveals a staircase up to door c.

## BOSS

### Big Burt Bros.

Take up a position on either the far-right or far-left side of the room, then blast the Burt Bros. when they come into firing range. When you need extra eggs, run underneath the bouncing bosses to collect some ammo. Keep shooting them—eventually they'll deflate.

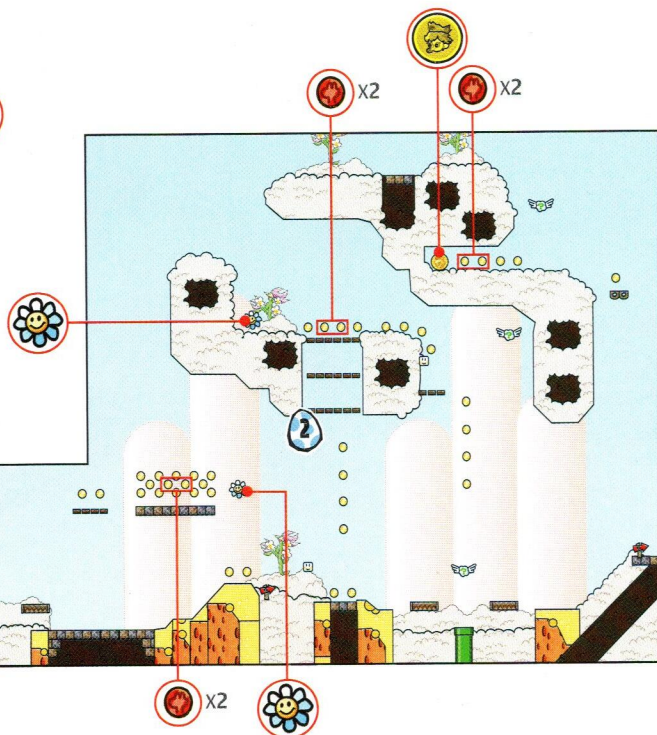
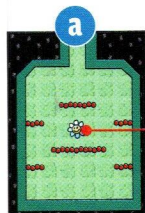
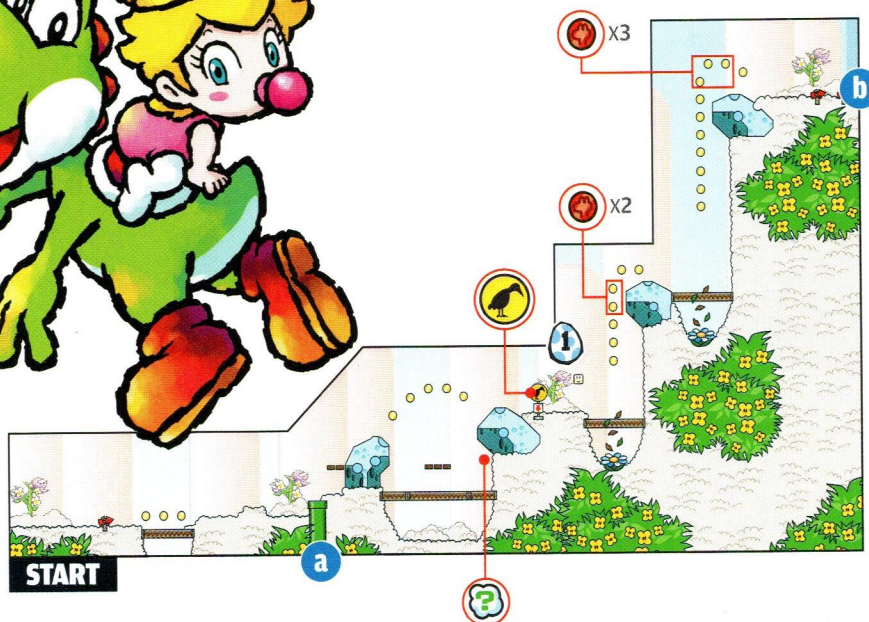




# world 1-5

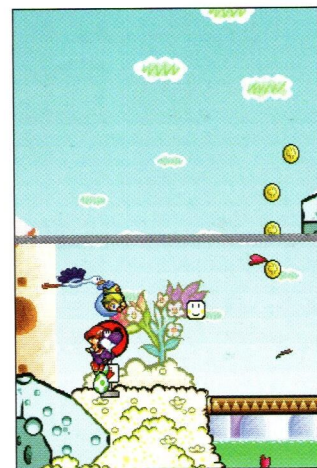
catch the breeze!

When it comes to platforming, Baby Peach is a heavyweight contender—but she's also light enough to float on a breeze.



1

Switch to Baby Peach at the Stork Stop, then try out her unique ability: floating on the wind! Jump and flutter over the blowing leaves to have her float up to high ledges.



2

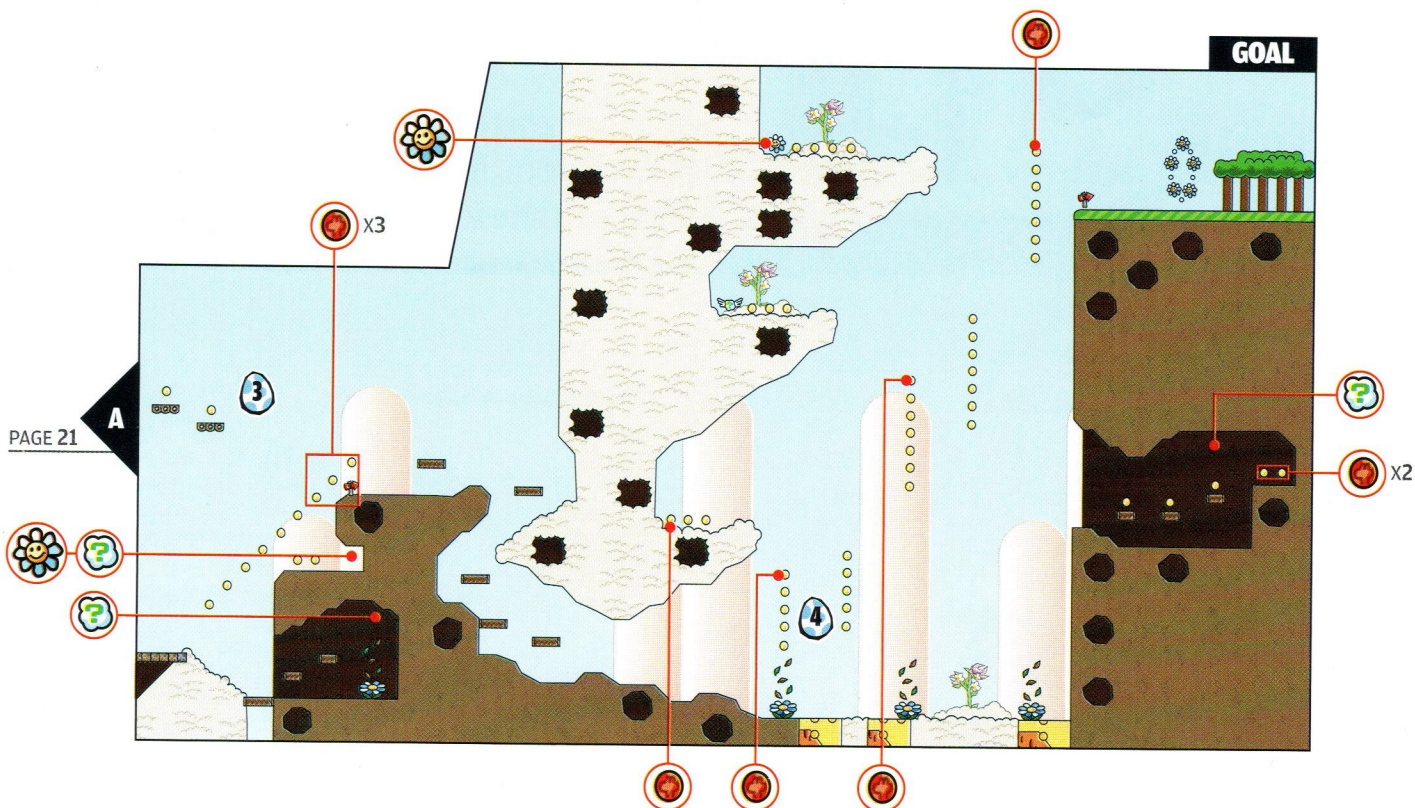
Baby Peach can soar to great heights, as long as there is wind to carry her. Flutter continually on an updraft to carry the royal rug rat up to a stash of items.



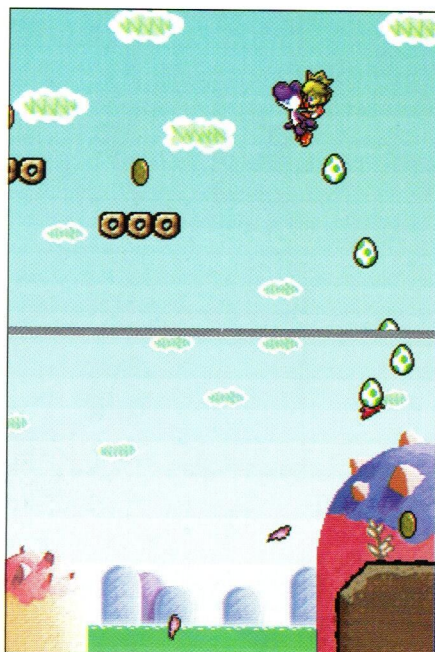
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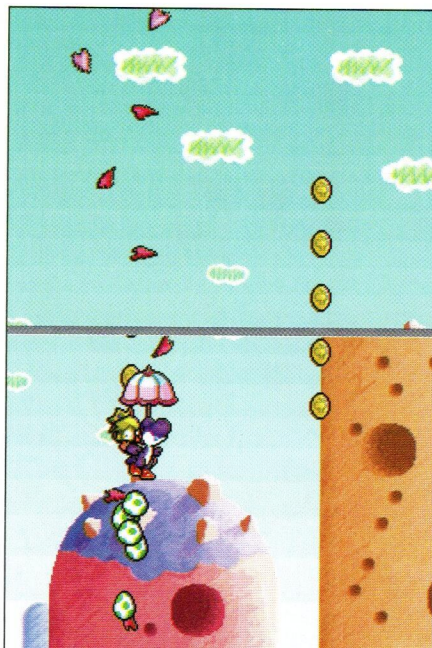


**3** Catch the breeze and sail diagonally up to the ledge. Jump down at a notch in the cliffside to reveal a hidden Winged Cloud. Shoot it to collect a flower. Hop back on the breeze then ride it up to some unstable donut platforms.



Jump up the donut platforms to the left to pick up a Baby Peach Coin and some red coins.

**4** Use the three flower fans to propel Baby Peach up to the goal ring. Make a few pit stops on the way there: some red coins are on the lowest ledge, a Winged Cloud with some stars is on the middle ledge, a flower sits on the highest ledge, and a couple of red coins are in a shallow cave on the right.



There are no enemies in the skies, so enjoy your flight—you won't have the benefit of open skies often. Watch out for the Piranha Plant in the cave.

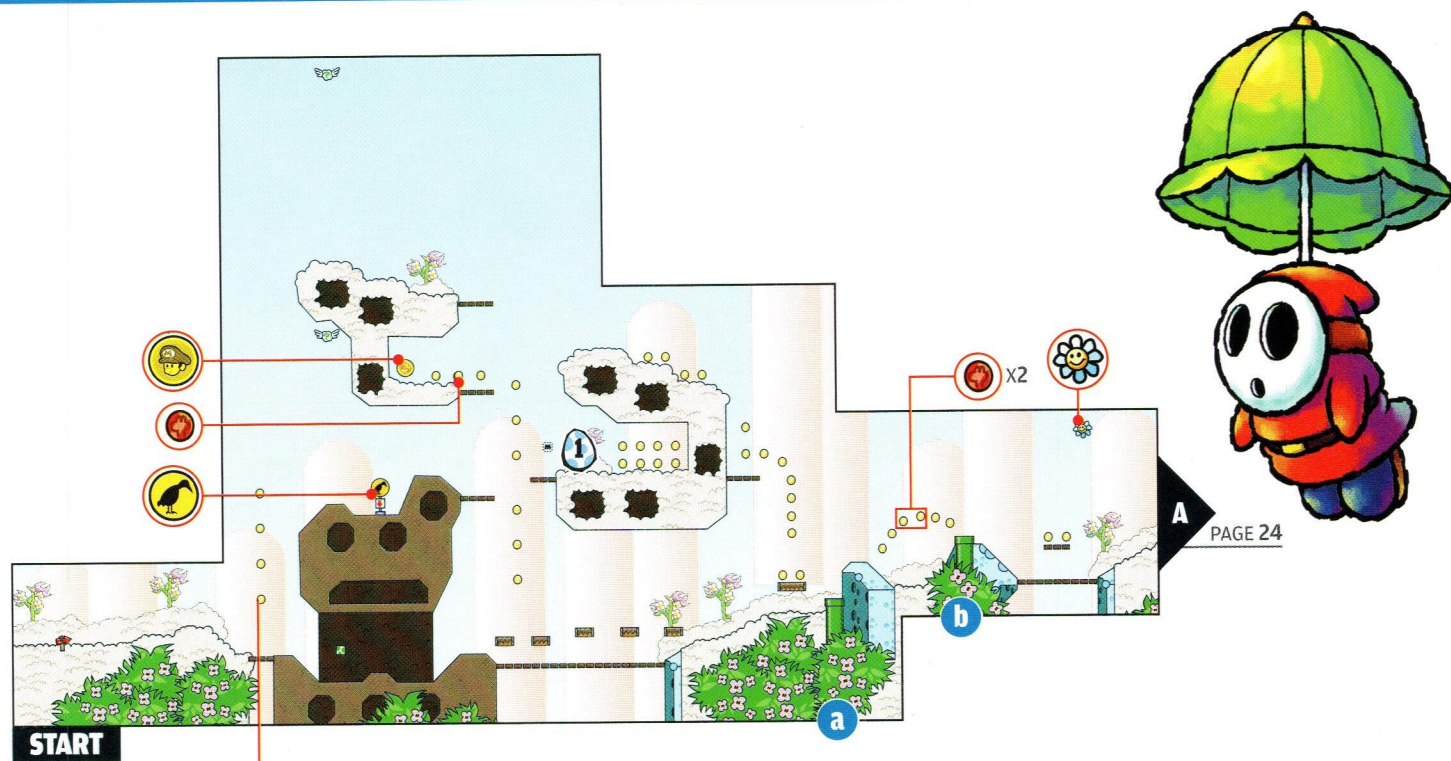




# world 1-6

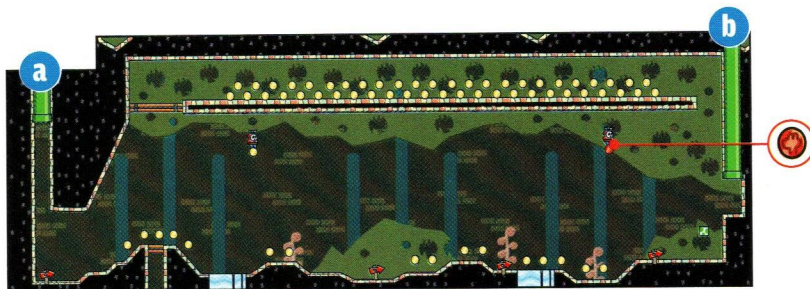
glide guys take to the skies

Two can play the floating game. Glide Guys open up their parasols to confront Baby Peach on her own turf—the air above the turf.



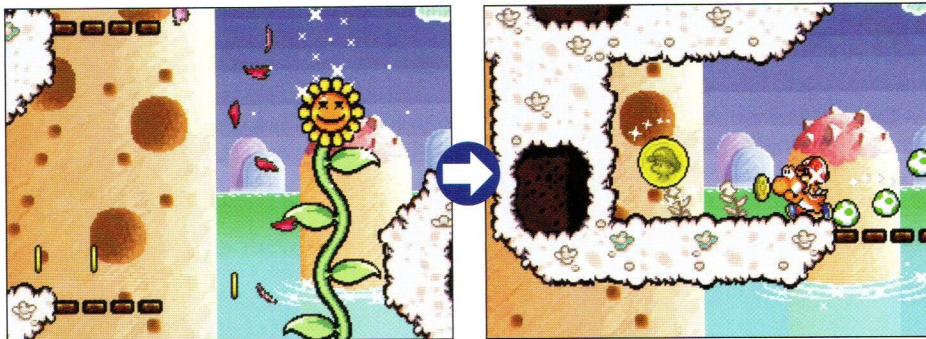
## Glide Path

Watch out for Glide Guys streaking down from a nearby cliff. Sometimes they hide in the space between the screens to surprise you.

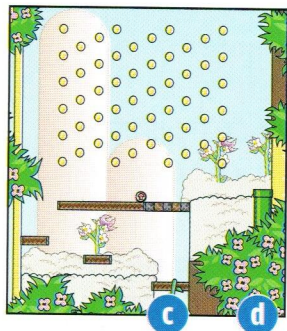


1

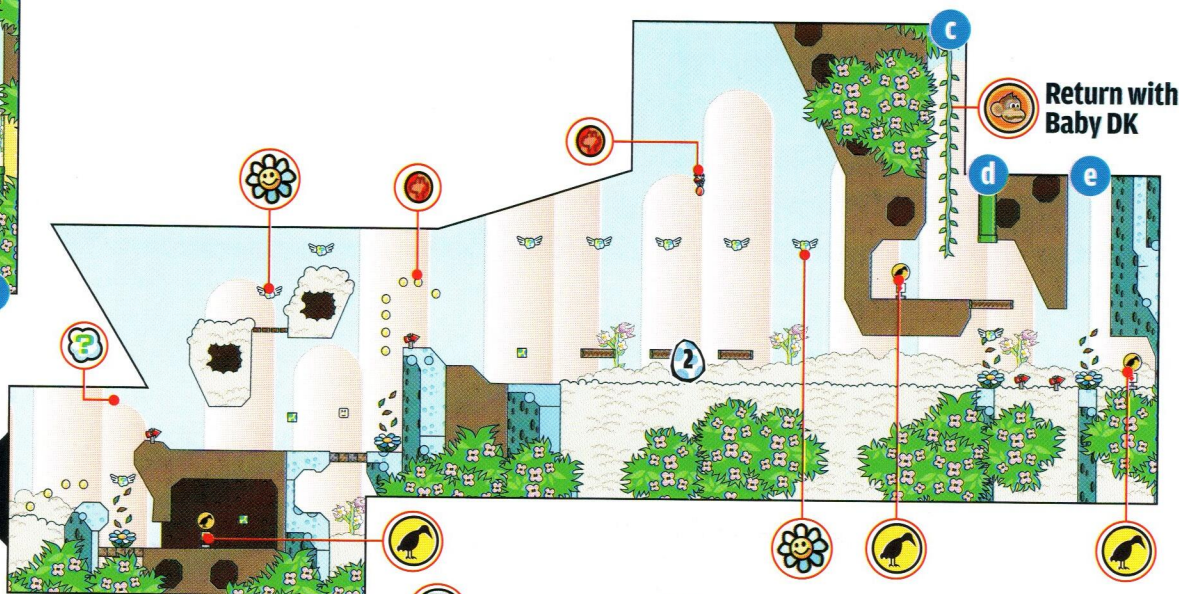
Use the Stork Stop to temporarily switch back to Baby Mario—he can use the M Blocks to boost up to the Baby Mario Coin and a red coin. Be sure to switch back to Baby Peach when you're done, because you won't get very far in this level without her parasol.



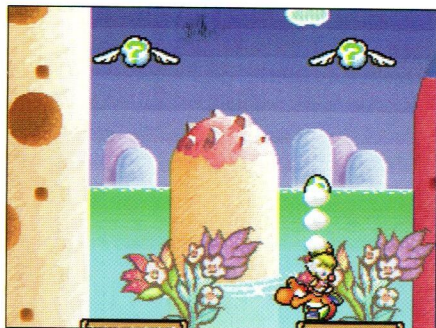




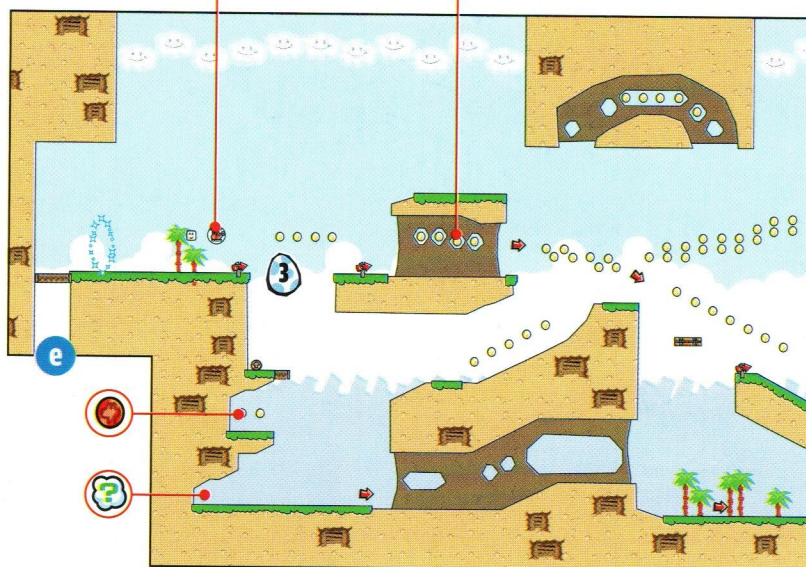
PAGE 23



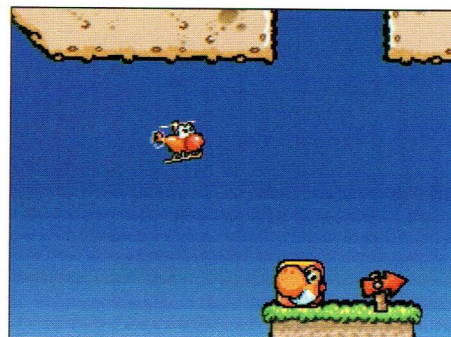
**2** You can stand directly beneath the three Winged Clouds, so hold the Control Pad in the up position to lock your aiming reticle straight up. Shoot the clouds for the usual take of a flower, some stars, and some coins. Remember to shoot the Fly Guy that's carrying a red coin.



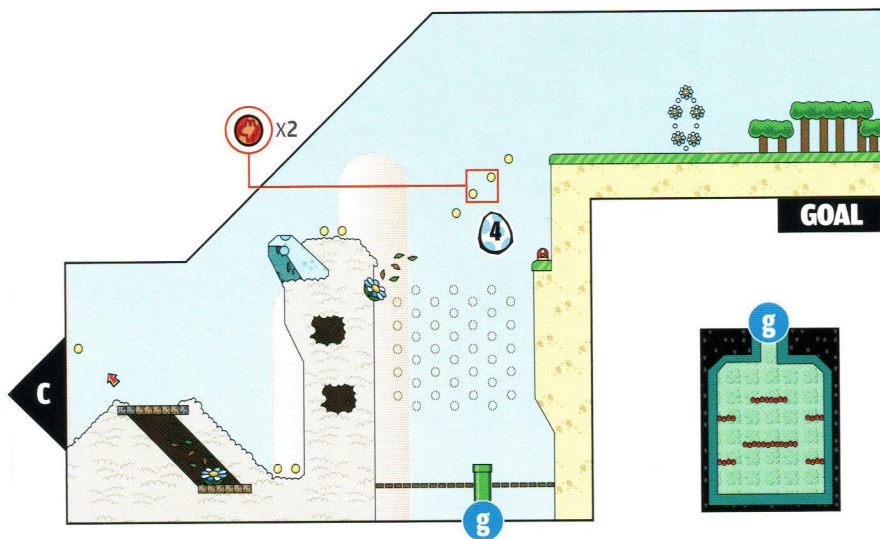
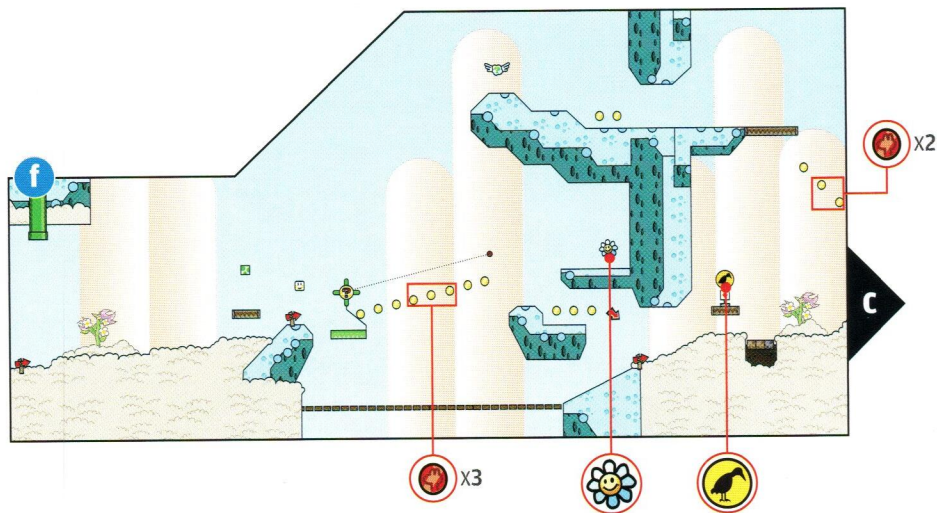
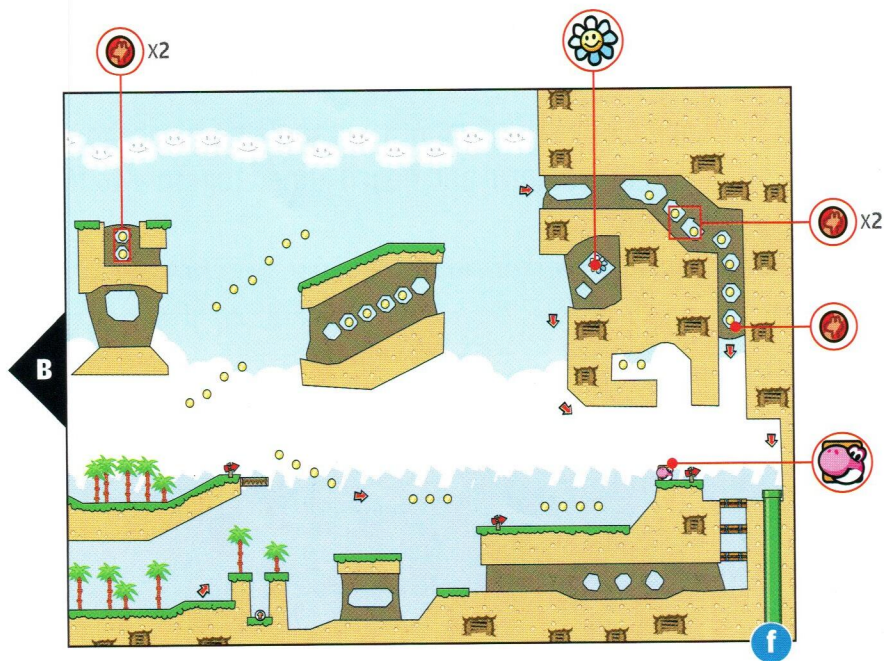
Don't throw eggs at Baseball Guys—they'll send them right back at you. Instead, use a ground-pound attack or bump them back with Yoshi's tongue.



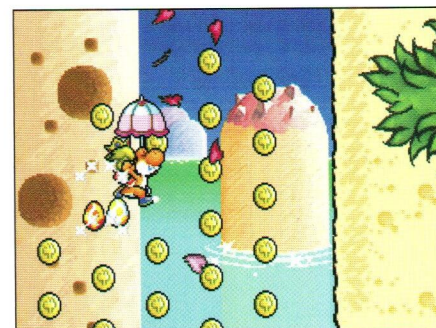
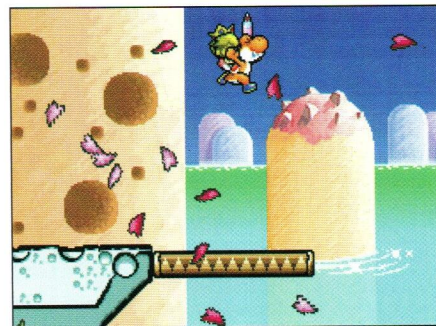
**3** Morph into a helicopter to round up rows of coins in the sky—including a few red coins. You may need to head back to the Morph Bubble a few times to stay airborne long enough to complete the scavenger hunt. When you're sure you've collected what you need, head for the Yoshi Block to change back into a dinosaur.







**4** To reach the goal, you'll need to glide from gust to gust as the winds change direction. Stay in the slipstream or you'll fall back to the ground. You'll be collecting coins as you go, so stay on the lookout for moneymaking opportunities.

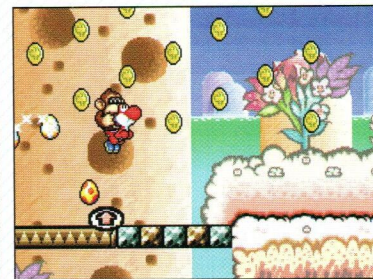


Hit the switch just below the goal ring to reveal a large cluster of coins in midair. Scoop them up before you exit the level.



## Return with Baby DK

Return to World 1-6 after you unlock Baby DK so he can climb a vine to a hidden area that's filled with coins. Take the warp pipe to the area, then bounce off the spring ball and flutter through the bounty.





## babies mario and peach: dynamic duo

**Long before the romantic entanglements of their adult lives, Mario and Peach joined together to fight injustice.**



The Stork Stops in this level will get a workout. You'll switch between babies continually to take advantage of the many M Blocks.



**1** Use Baby Mario to stomp the switch, then dash across the temporary M Blocks to the high ledge. The only threats to life and limb are the Piranha Plants below, but you can clear them away with eggs before you make your run.

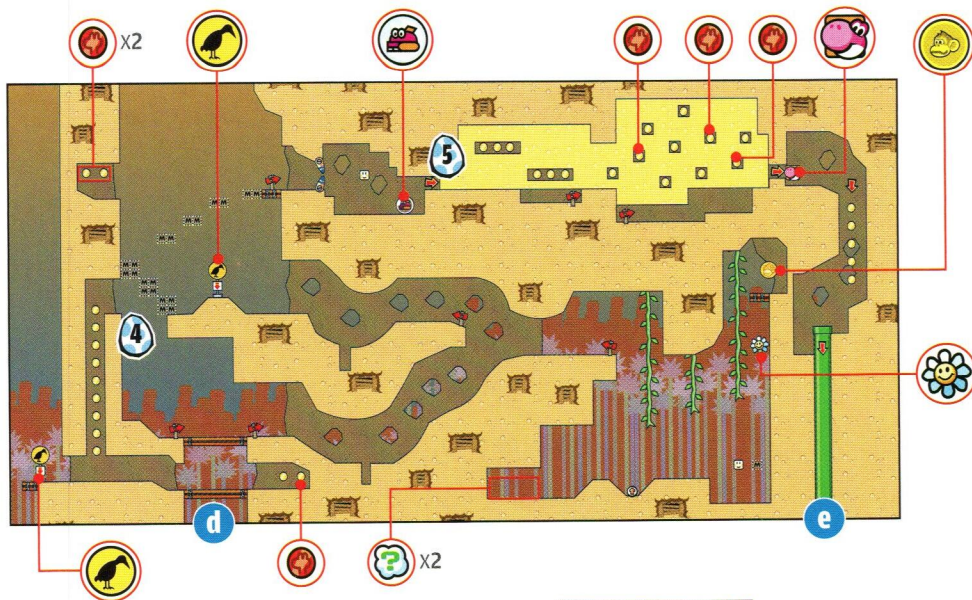


**2** Transform into Superstar Mario to collect coins by racing around the walls. You'll need to jump between the circular "islands" to grab all the coins. Don't worry too much about losing your powers; there are a couple of extra Superstars to keep Baby Mario mighty.



**3** Use Baby Mario to hit all the M Blocks leading up to the flower fan, then switch to Baby Peach so she can catch the breeze and collect the coins on her way to another flower fan.

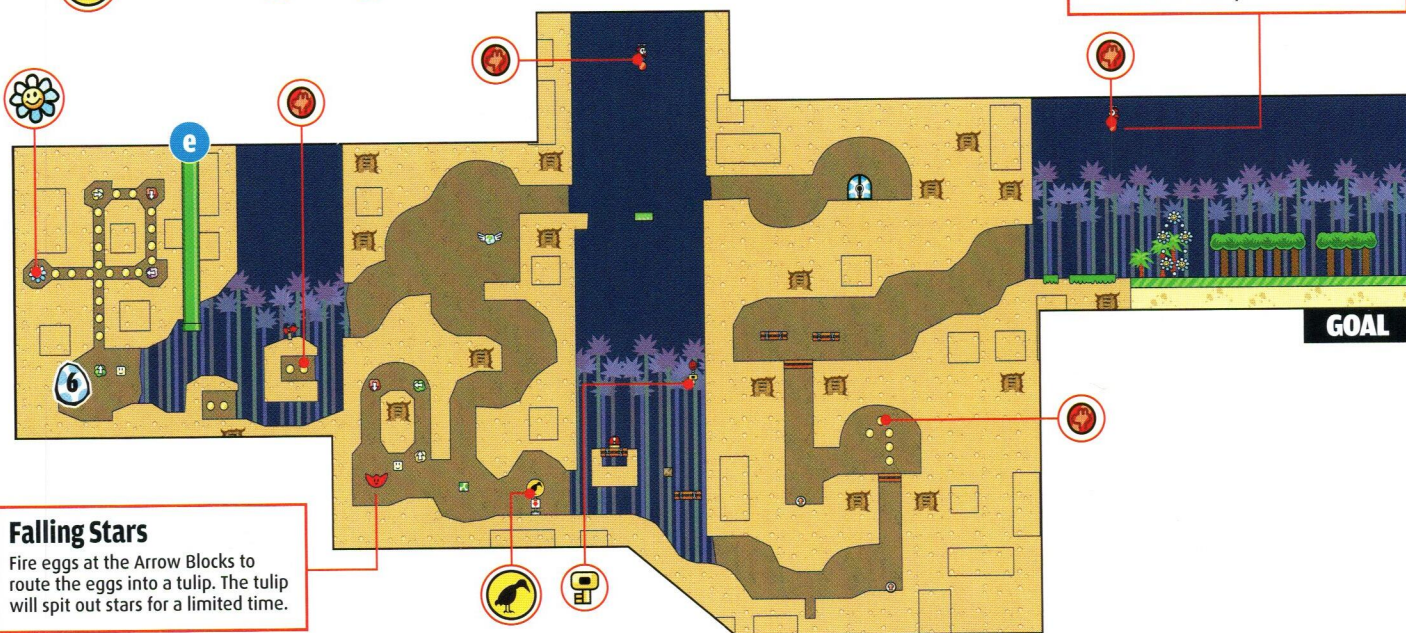




Return with Baby DK

### Target on the Fly

As you exit the cave, be ready to toss an egg at the Fly Guy that's carrying a red coin. You'll have only a few seconds before he flies away.



### Falling Stars

Fire eggs at the Arrow Blocks to route the eggs into a tulip. The tulip will spit out stars for a limited time.

4

Use Baby Peach to drop to a red coin near the entrance to the area before heading up to the Stork Stop and switching to Baby Mario. Jump up the M Blocks to a pair of red coins in an alcove on the left, then proceed to the Morph Bubble.

5

Morph into a Mole Tank then eat your way through the soft dirt to a pile of coins, including three red coins. Hit the Yoshi Block at the end to reverse the transformation.



6

Throw an egg at the Arrow Blocks to send it on a circuit that eventually directs it into a flower. The egg will collect several coins during the trip. Remember to pick up a red coin that's nearby.







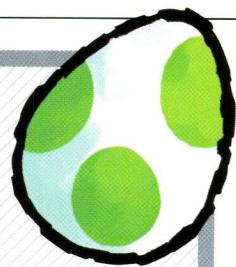
## Return with Baby DK

Return to this level after you unlock Baby DK to climb some vines up to a Baby DK Coin. You can also nab a 1-Up that's trapped under some soft stone near another set of vines.



## Speed-Eater Minigame

Turn as many enemies as possible into eggs before the clock ticks down. Sounds easy, right? It would be, if not for the indigestible Spear Guys that get in your way. Shoot them with eggs to eliminate them.



# world 1-8

## gilbert the gooey's castle

Eww. Something gross is dripping from the ceiling of the cave—and that something is World 1's second boss!

### Putrid Pendulums

Goopy Goons abound in Gilbert's castle. They aren't particularly dangerous, but they can swing down and whack you when you least expect it.

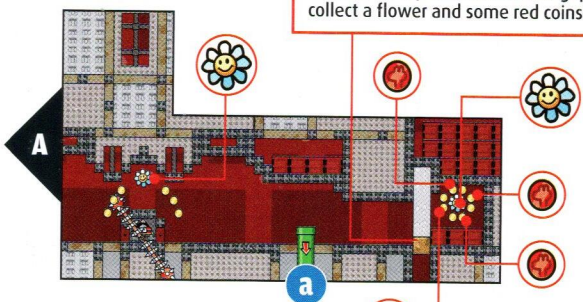
X3



START

### Thanks for the Support

Smash the soft stone with an egg to make the slab on top of it fall into the gap, then collect a flower and some red coins.



A

a

X3



a

X3



X2

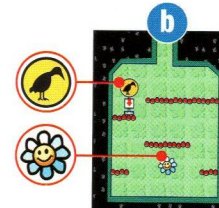
X2

d

c

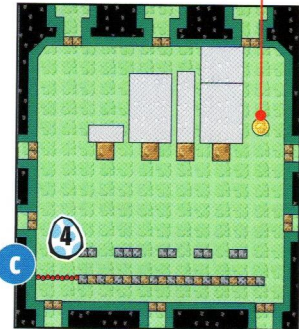
3

b



b

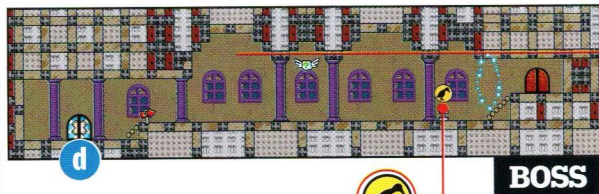
c



4







## Gooeys Gone Wild

The last corridor to the boss chamber is infested with Goopy Goons. Take it slow and slurp up the enemies to build your egg supply.

**1** Don't try to shoot the red-coin-carrying Fly Guys while riding on the moving platform. Stand on solid ground and take careful aim. You need to hit the red coin itself, not just the jerk carrying it. If the Fly Guy drops the coin, it'll fall into the lava.

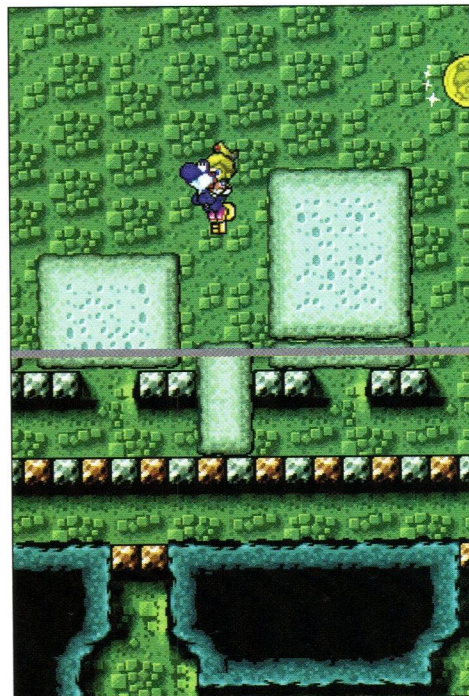
**2** Shoot a Winged Cloud to create a stairway that leads to the Stork Stop, then switch to Baby Peach. She can ride the breeze up to a Winged Cloud that contains a key. You'll eventually use the key to get to the boss chamber.



Shoot through a very narrow opening to hit a Winged Cloud and score a 1-Up. It's easier than it looks—just aim straight up using the Control Pad.

**3** Approach the lava with caution, wait for the Gargantua Blargg to appear, then bop the Blargg on the head with an egg to make him retreat for a few moments. You'll have enough time to jump across the platforms to the opposite ledge.

**4** To collect the Baby Peach Coin, you'll need to release the stone blocks above you in a specific sequence. First shoot the soft stone under the block on the far left, then do the same for the block on the far right. The next stone to fall is the second one from the right—take care to get out of the way when it passes through the gap between the blocks. Jump onto the block on the far left so you can reach the second block from the right. From the top of that block, shoot the soft stone that supports the remaining block. After it falls, use it as a platform to reach the far-right block, then grab the Baby Peach Coin.



## BOSS

### Gilbert the Goopy

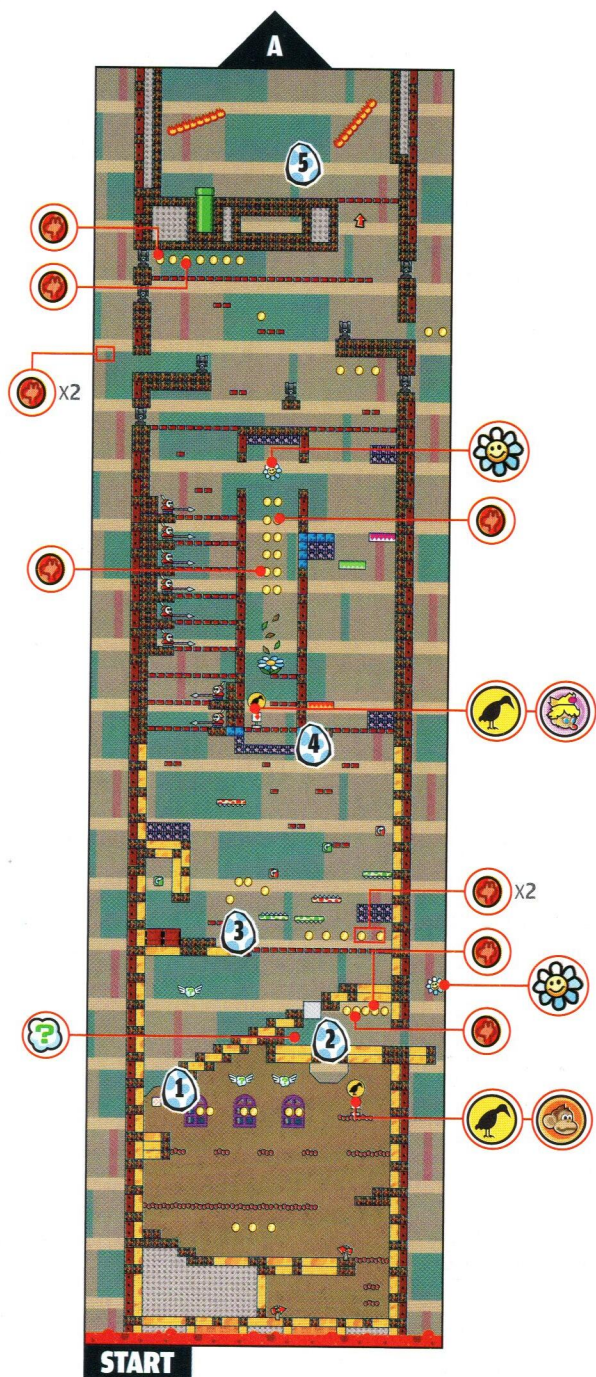
Use the platforms on either side of the room to avoid Gilbert's swing attacks while you hurl eggs to pop his colorful protective bubbles. When you run out of eggs, slurp up the bubbles to create more ammo. After you exhaust Gilbert's bubbles, he'll disappear.





# secret 1

welcome to yoshi tower!



Announcing the opening of Yoshi Tower: lushly appointed with spinning spike balls, open flames, and rising lava!

- 1** Head to the Stork Stop and switch to Baby DK—you'll need his powerful attacks. Avoid the falling Shy Guys then shoot the expanding block to head up to the next set of platforms.



- 2** Pound through the step made of soft stone, grab the red coin, then go outside to collect the flower. Uncover the hidden Winged Cloud over the steps, then shoot it to collect stars.



- 3** Fight off or evade the Bandits then shoot the red Arrow Block to flip the first set of platforms. Shoot the two green Arrow Blocks to work your way up to a platform beneath some spike blocks.



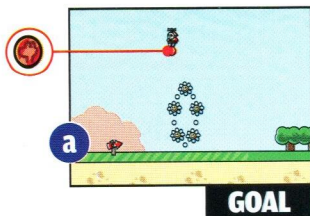
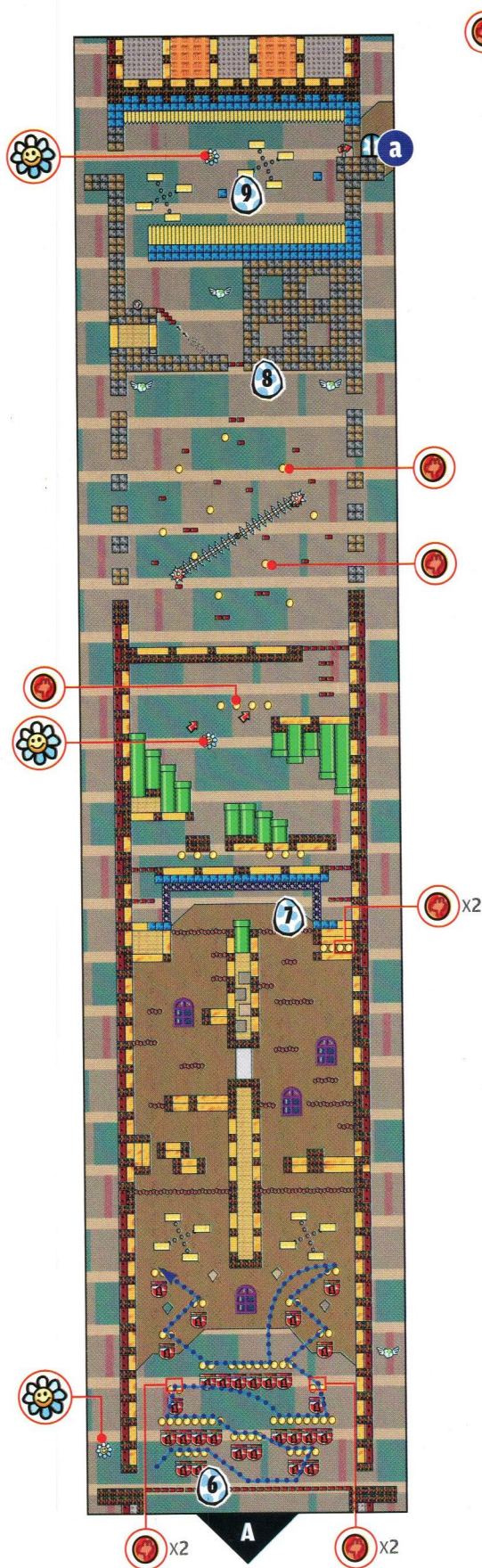
- 4** Destroy the spike blocks with exploding eggs then switch to Baby Peach at the Stork Stop. Ride the updraft to the red coin and the flower before exiting at either side opening to avoid the spike blocks on the ceiling. Float up past the Bullet Bills.



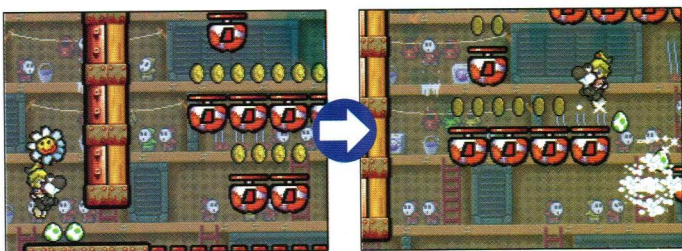
- 5** Aim straight up to hit the Items Balloon that's carrying a spring ball, then bounce up to the one-jump platforms. Watch out for the spinning fireballs!







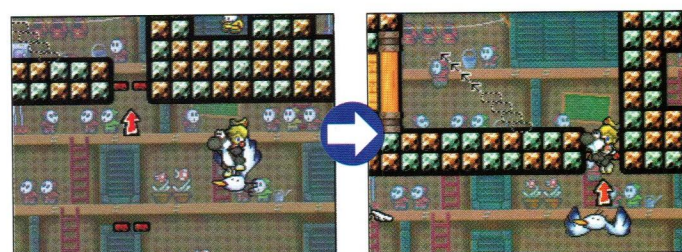
- 6** Go outside to collect the flower, then race up the one-jump platforms by using the route drawn in blue on the map. Slip past the Tap-Taps (be patient) then proceed to the right side of the platform that has a warp pipe at its center.



- 7** Shoot through the spike blocks to give yourself enough room to slip out one side of the platform (shooting the bottom three blocks should be enough). Work quickly to stay head of the lava.



- 8** Collect the coins in the large room where there's a spinning spike ball. Jump onto a Goonie's back to reach the narrow exit in the ceiling.



- 9** Shoot the Winged Cloud to make it drop a switch, then stomp the switch to create a staircase to a spring ball. Bounce to the topmost chamber, avoid the Zeus Guys, then exit through the door to the goal.

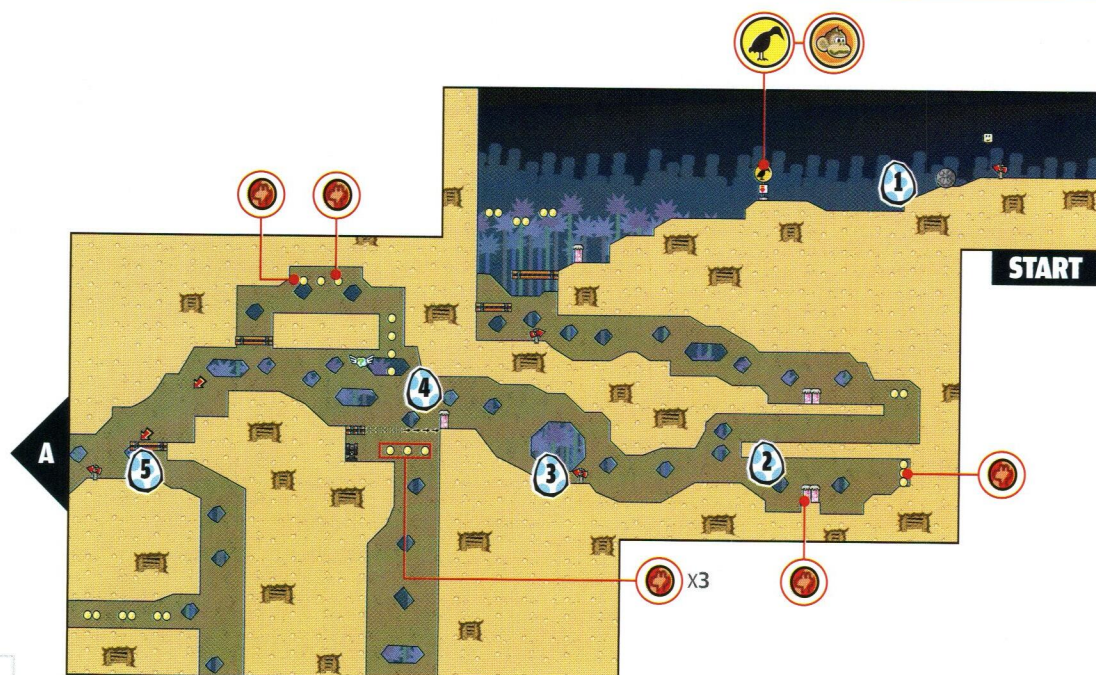




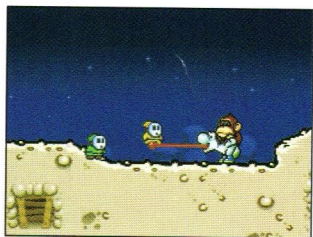
# extra1

## return of the moving chomp rock!

This level may remind you of a certain Greek myth, but it has a happier ending: you get coins!



- 1** Before you start pushing the Chomp Rock, take some time to make eggs by slurping up enemies. When you have a full load of ammo, get rolling.



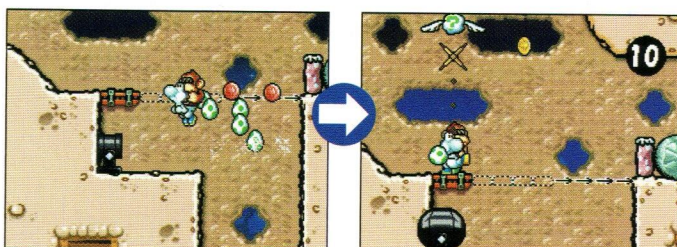
- 3** Tap-Taps aren't a problem if you're rolling a Chomp Rock. Crush the pesky enemies that attempt an ambush as you roll the rock up the hill.



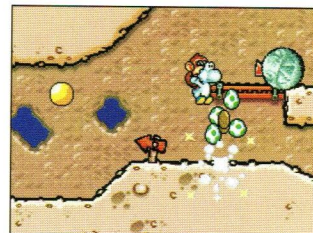
- 2** Stop the Chomp Rock on the flat top of a hill then stop to collect the red coins to the right. Don't let the rock roll right, however, or it'll get stuck in a trench.



- 4** Park the rock against the pillar then jump down to collect three red coins. Shoot the Winged Cloud to create a bridge then pound down the pillar to move the rock left. Stop it at a flat area, from which you can jump up to the ledge to collect two red coins.



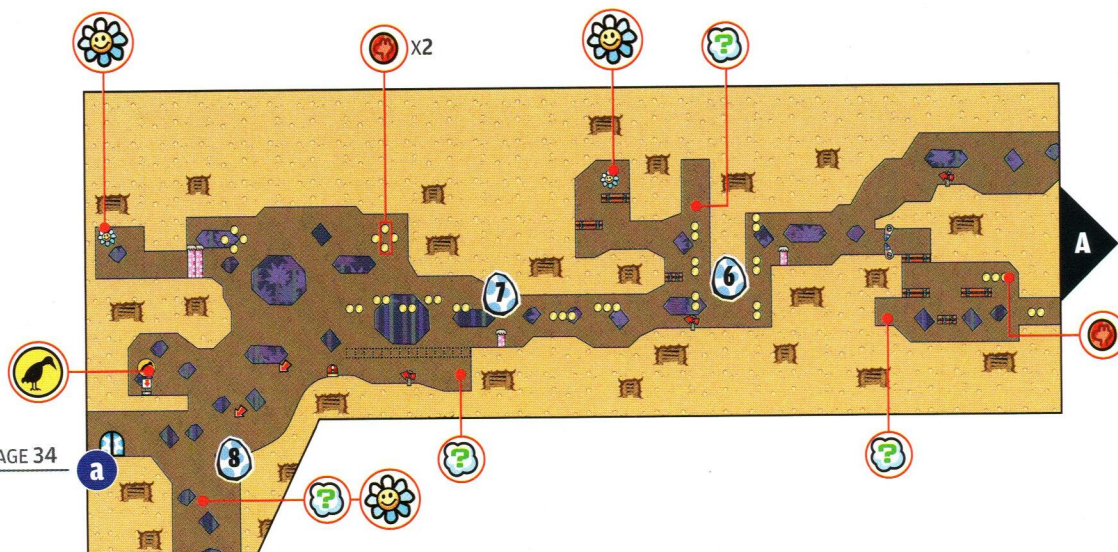
- 5** Leave the rock behind for a moment, then go down the slope and defeat the Sluggers—otherwise, they'll take a swing at your rock and knock it down a hole.



Jump down the pit then flutter over to a small chamber where there's a hidden Winged Cloud and a red coin.



PAGE 34



**6** Pound down the pillar then push the rock forward until it draws out and stuns a Bungee Piranha. Jump up the platforms then collect the flower. Don't forget to collect the 1-Up inside a hidden Winged Cloud.

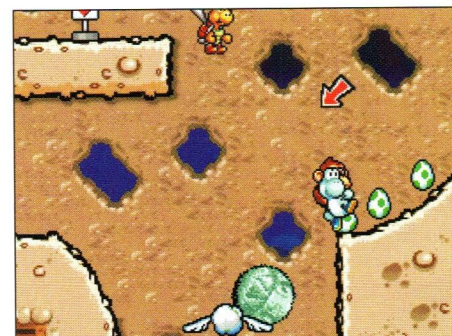


Shoot an egg up the vertical passage to expose the Winged Cloud, then shoot the cloud to collect the 1-Up.

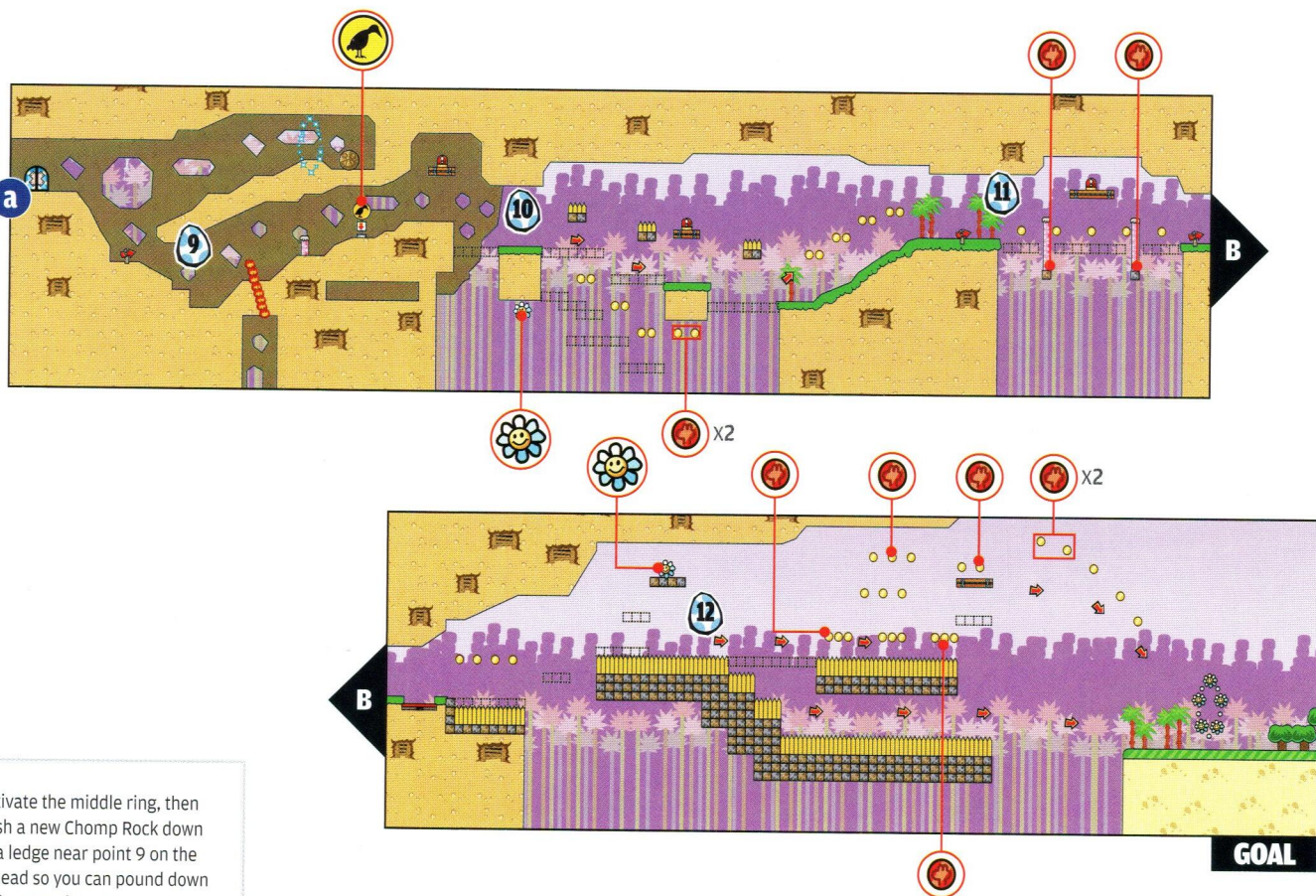
**7** Ground-pound the pillar then leave the Chomp Rock on the ledge while you stomp a switch that creates a temporary platform. Hustle back to the rock, push it to the end of the platform, then jump from the top of the rock to a rope. Swing on the rope to grab the red coins, then pound the pillars so you can collect the flower.



**8** Say goodbye to the Chomp Rock: roll it over some enemies and into the chasm. On its way down, it will activate a hidden Winged Cloud that holds a flower. Collect the item then move to the next area.





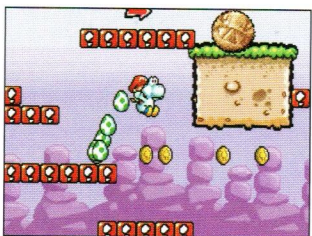


9

Activate the middle ring, then push a new Chomp Rock down to a ledge near point 9 on the map. Run ahead so you can pound down a pedestal, then carefully push the rock past a spinning row of fireballs to a ledge below a switch.

10

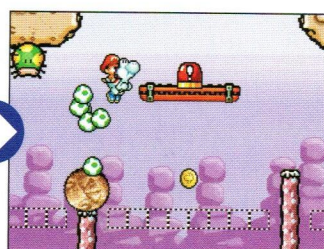
Stomp a switch, then waste no time moving the rock across the temporary platforms to a ledge below a second switch.



Leave the rock on the safe ledge then stomp the switch to collect a flower and a pair of coins. Hustle back up before time runs out.

11

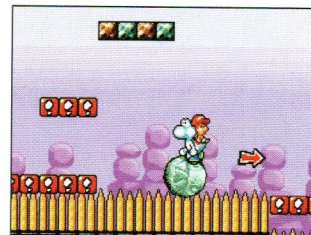
Switch to Baby Mario or Baby Peach at the Stork Stop, park the Chomp Rock on the flat ground at the top of the hill, then jump out to the first pillar. Pound it down twice, then pound the next pillar once. Hit the switch to create a temporary platform, pound the first pillar flush with the platform, then roll the Chomp Rock to the top of the pillar. You'll need to pound the next pillar flush when you move the rock again.



It's safest to stop the Chomp Rock on top of the pillar and make multiple trips to the switch. It will give you more time to position the rock safely—the Drool Hards will be harassing you and it's a long way across the chasm. Jump from the top of the rock to reach the switch again.

12

Park your Chomp Rock on a switch to activate the temporary blocks, then jump on a new rock on top of a row of spikes. Carefully walk backward atop the rock to move toward the goal ring.



Be wary of flying Pokeys as you "moonwalk" your Chomp Rock across the spikes.







# world 2-1

baby dk, the jungle king!

You're just starting on the second world, and you've got a serious monkey on your back. Welcome to the jungle, baby.



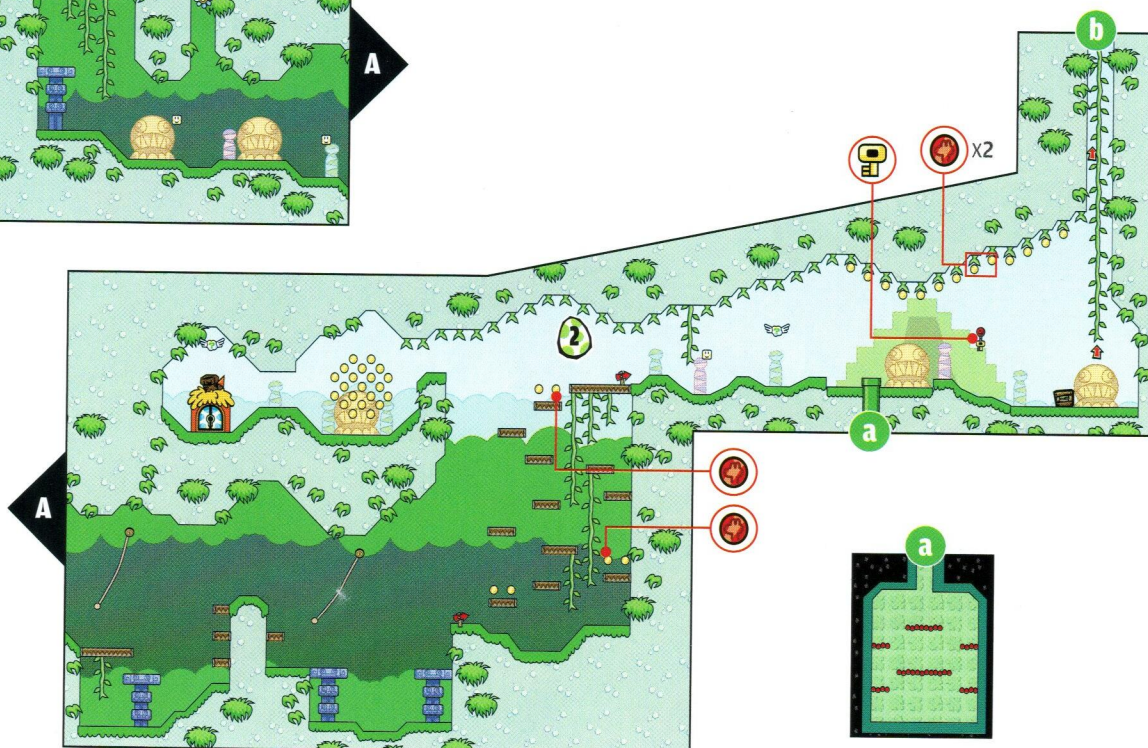
When You Return



x3



START

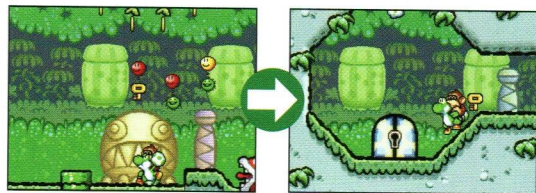


1

Baby DK has tremendous upper-body strength that allows him to navigate the level's many vines. Make a Stork Stop to pick up the swingin' simian before you get started.

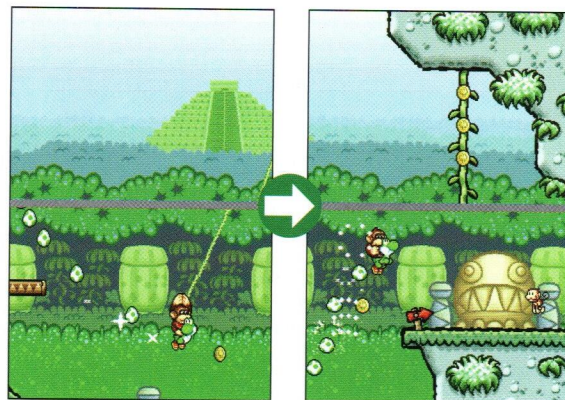
2

Make your way up the vines and platforms to the Item Balloon that's carrying a key. Once you have the key, back-track along the vine sprouts on the ceiling to reach a treasure trove of coins and a locked minigame door (see the minigame box on page 39). Aren't you glad you went to the trouble of getting the key?



3

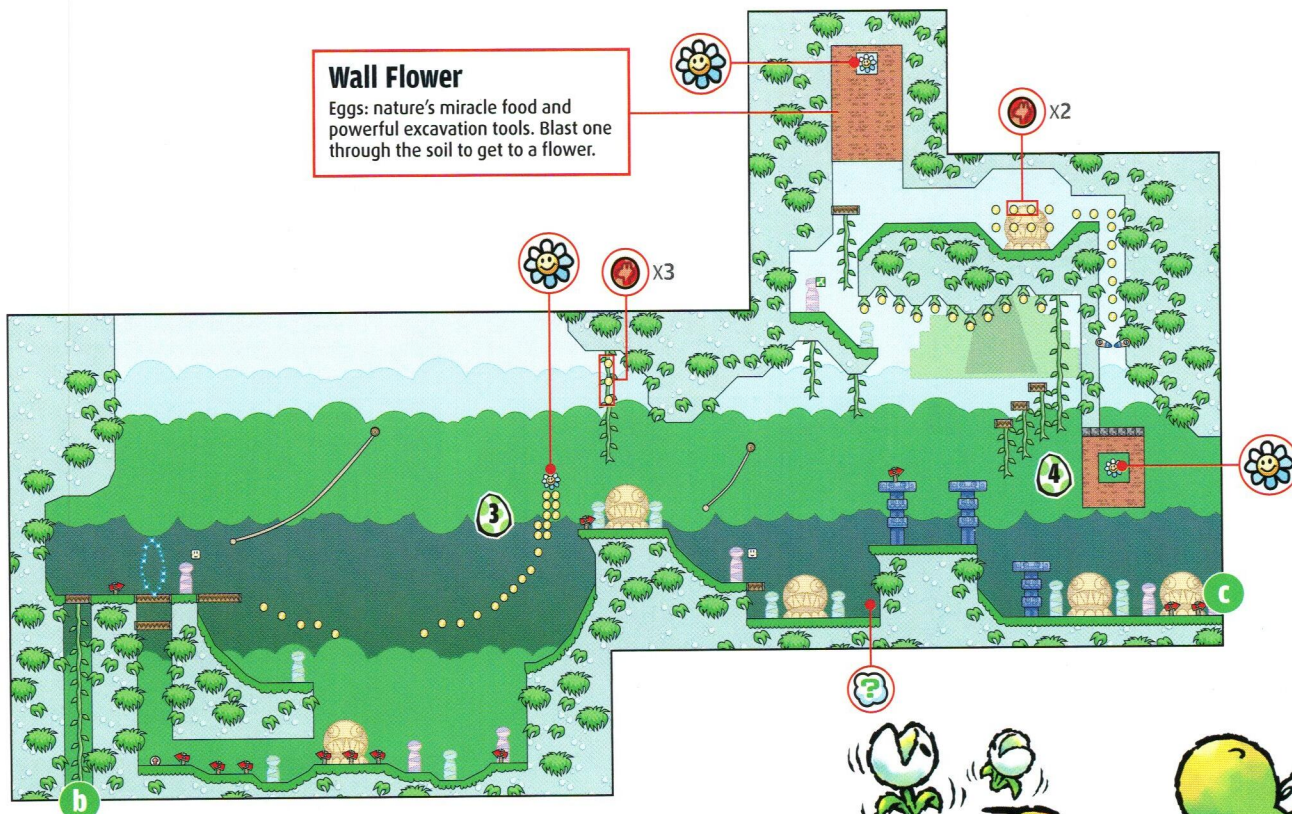
The long ropes in this level allow Baby DK to apply his understanding of physics. Press the Control Pad in the direction you are swinging until you reach the apex of your swing, then press the opposite direction for the return swing. Soon you'll be scooping up items that seemed beyond reach. Release the rope when you're swinging at full speed to launch yourself toward a high vine. Climb the vine to find three red coins.





### Wall Flower

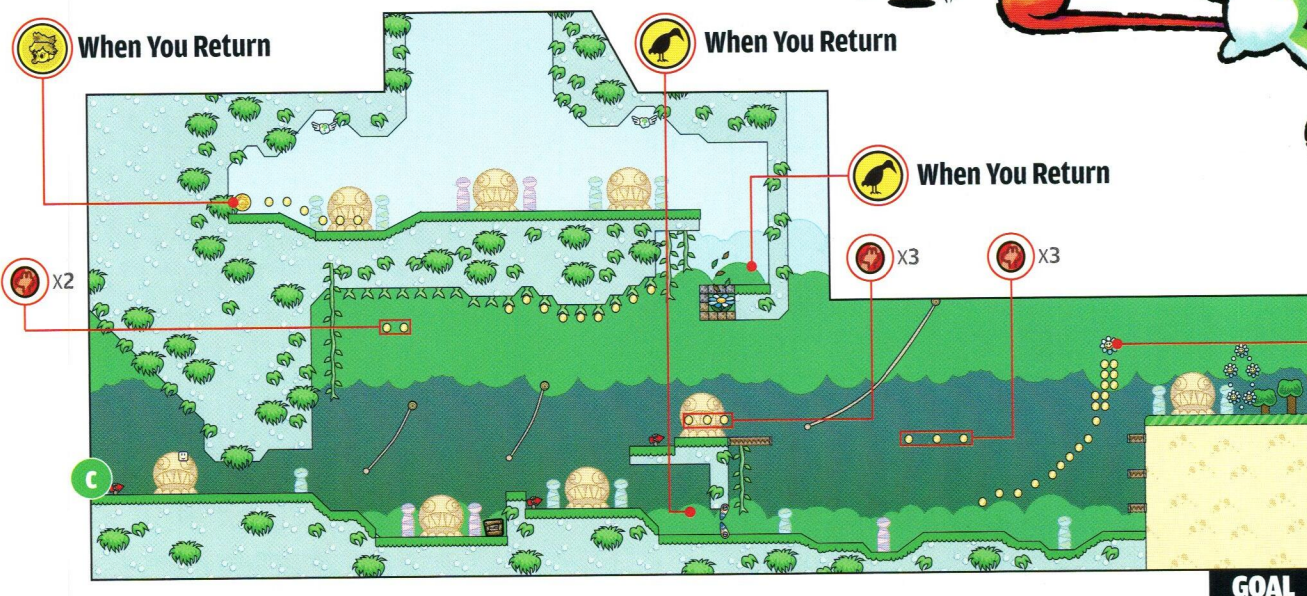
Eggs: nature's miracle food and powerful excavation tools. Blast one through the soil to get to a flower.



### When You Return

### When You Return

### When You Return



GOAL

4

It's fun to blow through this swingin' level at top speed, but don't forget to stop and collect the flowers. Stand on a pedestal below a dirt-shrouded flower, then hit it with an egg.



### Second-Chance Stork Stop

When you make a repeat visit to this level, you'll find a new Stork Stop. You can switch to Baby Peach at the Stork Stop, ride the breeze to a higher platform, and grab a Baby Peach Coin at the far left of the ledge.

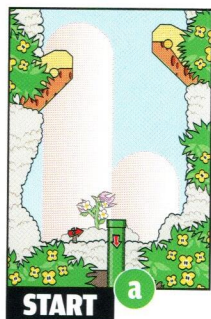




# world 2-2

## underground mysteries

Hopefully you got plenty of fresh air in World 2-1, because now you're going spelunking. Watch your footing—it's a long way down.



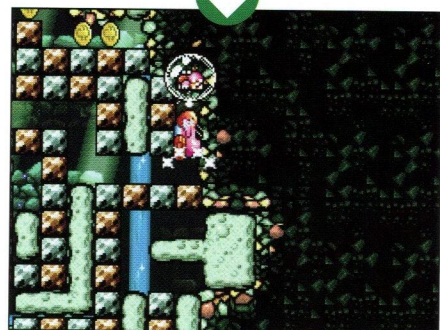
1

Use Baby DK to smash through pesky pockets of gray stone that surround less-pesky pockets of coins.



2

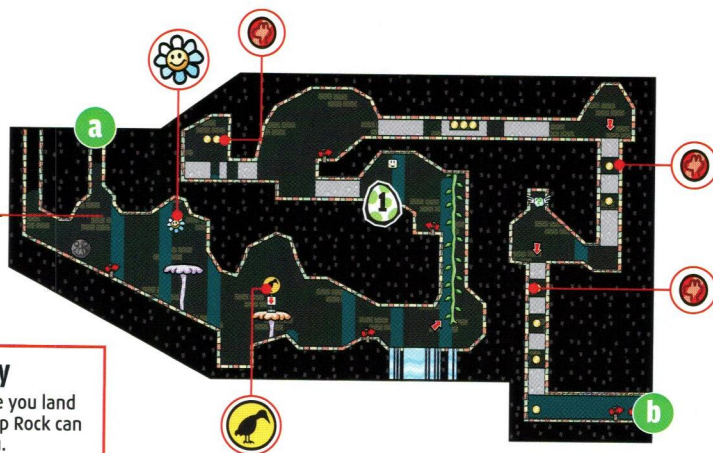
Morph into a Mole Tank to plumb a stone-clogged maze for coins. There are three red coins in there, so be thorough.



Use the Morph Bubbles so you can finish the job before you revert to Yoshi form. When you're satisfied you've found all the coins, head for the Yoshi Block.

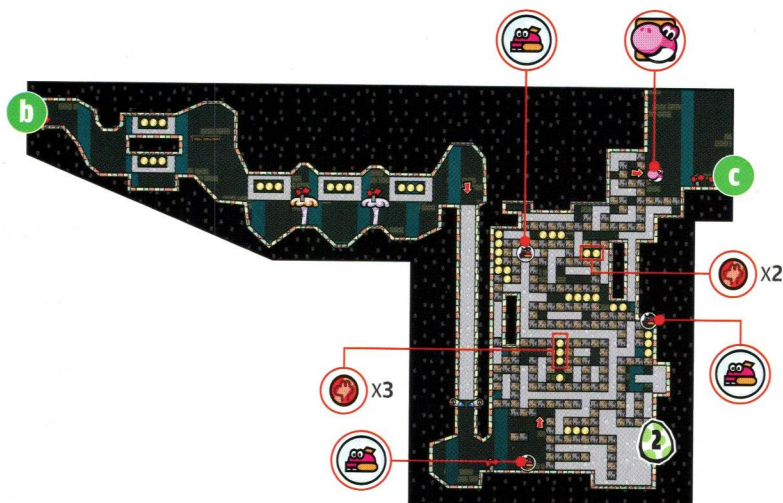
3

Use eggs, not chutzpa, to snatch coins and a 1-Up that float over a bottomless chasm. If you try fluttering to reach them, you'll probably need that extra life sooner than you expected. For extra ammo, switch to Baby Peach then head to the Egg Block at the top of the cavern.

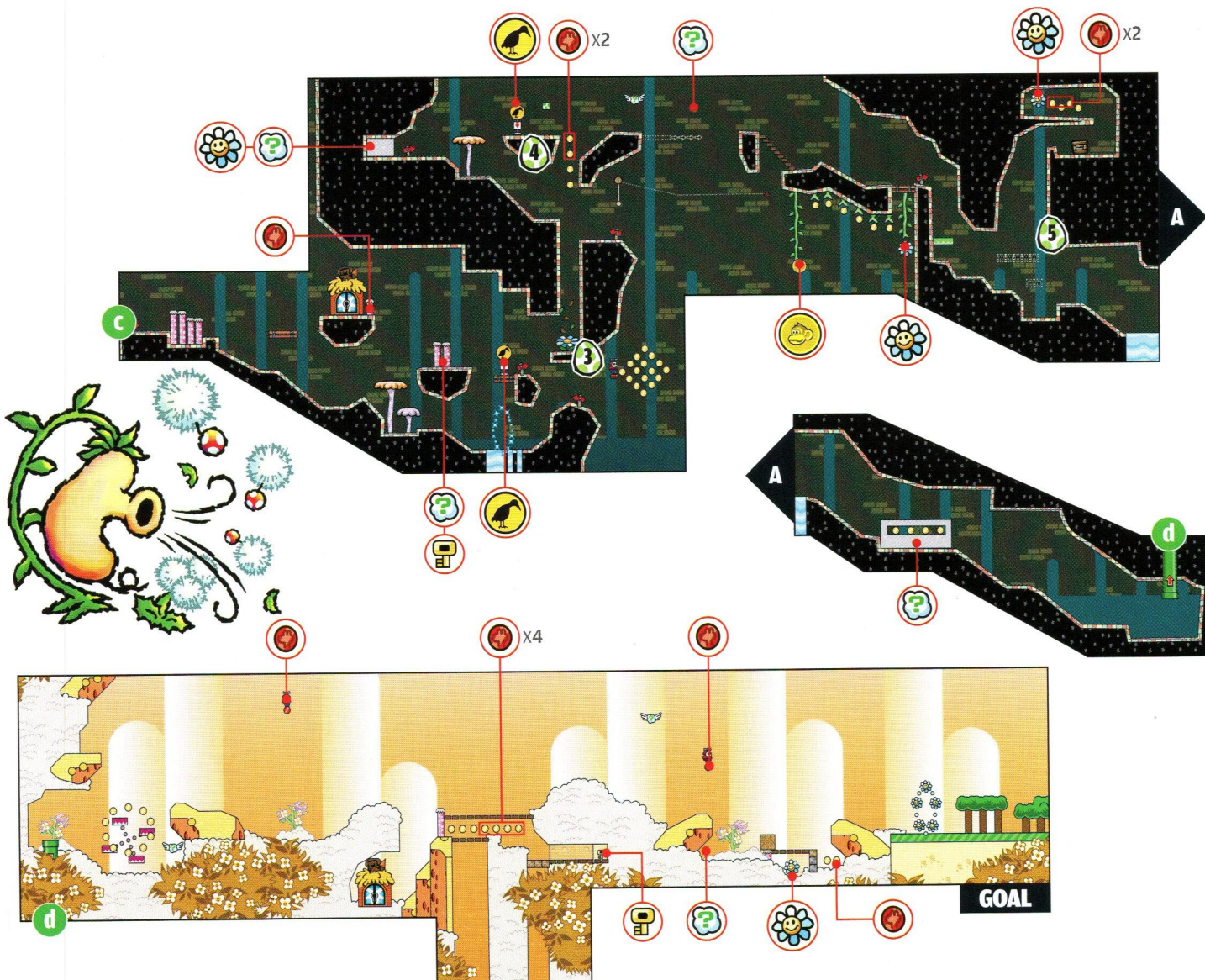


### Might of Way

Flutter just before you land so a rolling Chomp Rock can pass beneath you.







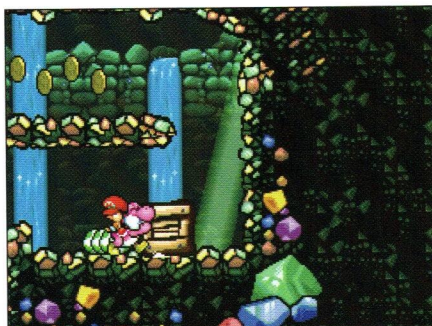
4

After using Baby Peach to float up to the top of the cavern, change to Baby DK. Shoot the Winged Cloud with an egg to create a platform and stairs, then backtrack to a tunnel filled with gray stone. Dash through it to a hidden flower, then drop to a ledge that leads to a rope track you can ride to a vine near a Baby DK Coin. Continue right to another flower then head back up to the Stork Stop.



5

Back at the Stork Stop, swap Baby DK for Baby Mario, then proceed to the Mario Blocks for some coin collection. One of the blocks will sprout a sunflower that you can climb to an area where you'll find a flower and some red coins. Be sure you use the crate as a platform before you smash it. Don't forget to smash it, either: it's full of stars.



## Tulip-Shooter Minigame

This is a tough minigame that requires you to slurp up enemies one at a time, then spit them into a tulip. You'll need to collect Shy Guys from the lowest level, then carry them up to the ledges so you can spit them into the flower.

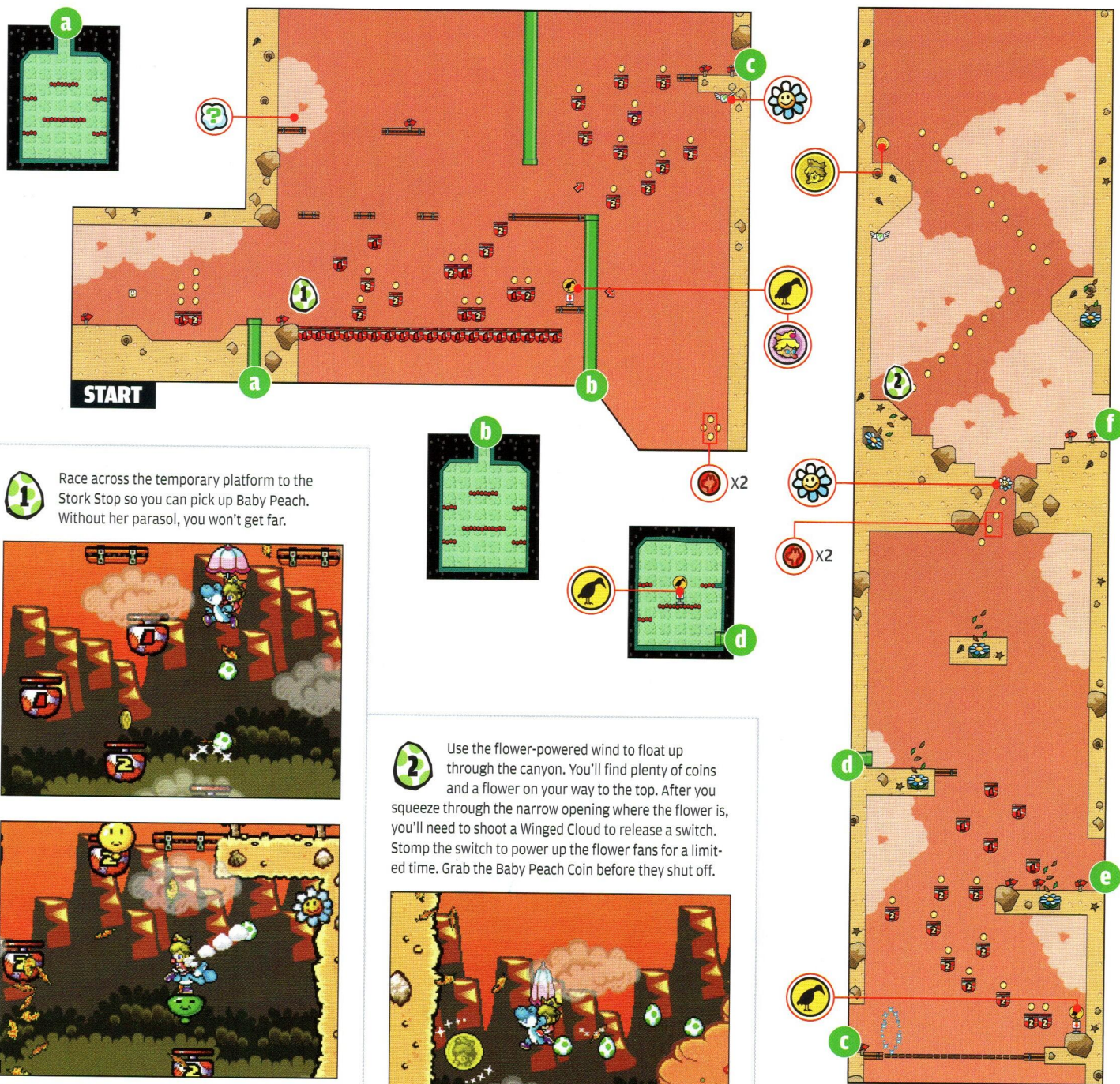




# world 2-3

## windblown wilderness

Baby Peach's parasol and some lofty ambition should be enough to get you through the Windblown Wilderness. Don't worry; it'll be a breeze.



**1** Race across the temporary platform to the Stork Stop so you can pick up Baby Peach. Without her parasol, you won't get far.

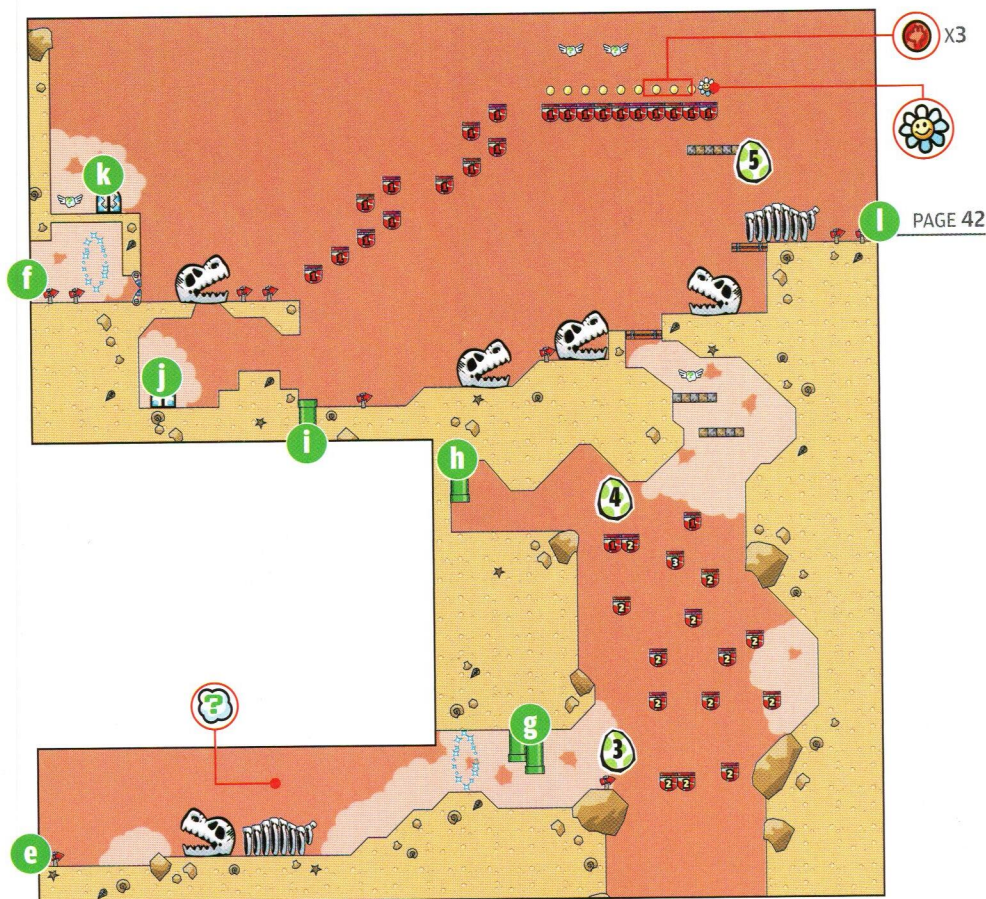


Ride the balloons if you can. They are slow and safe, which will allow you to carefully take aim and hit the Winged Cloud.

**2** Use the flower-powered wind to float up through the canyon. You'll find plenty of coins and a flower on your way to the top. After you squeeze through the narrow opening where the flower is, you'll need to shoot a Winged Cloud to release a switch. Stomp the switch to power up the flower fans for a limited time. Grab the Baby Peach Coin before they shut off.



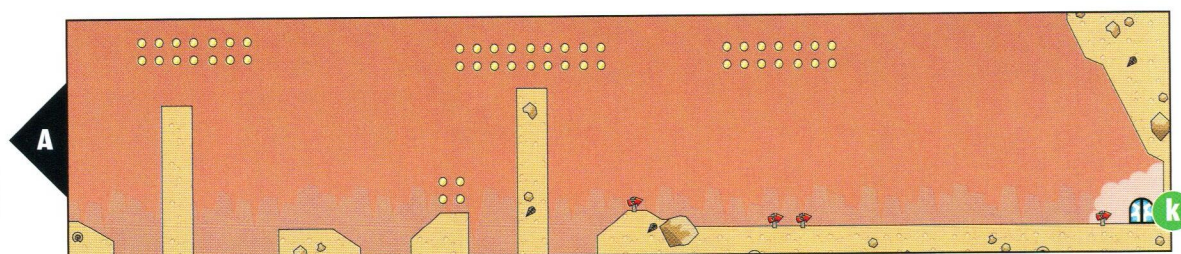
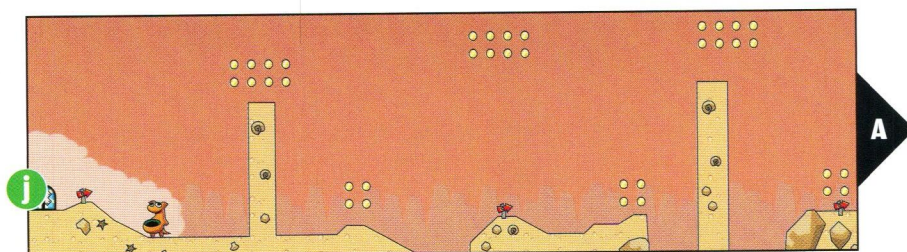
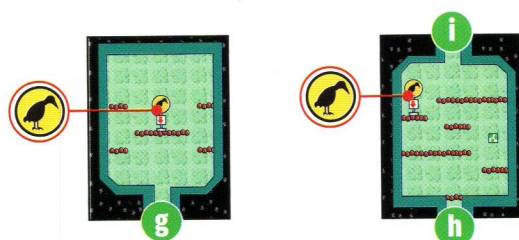




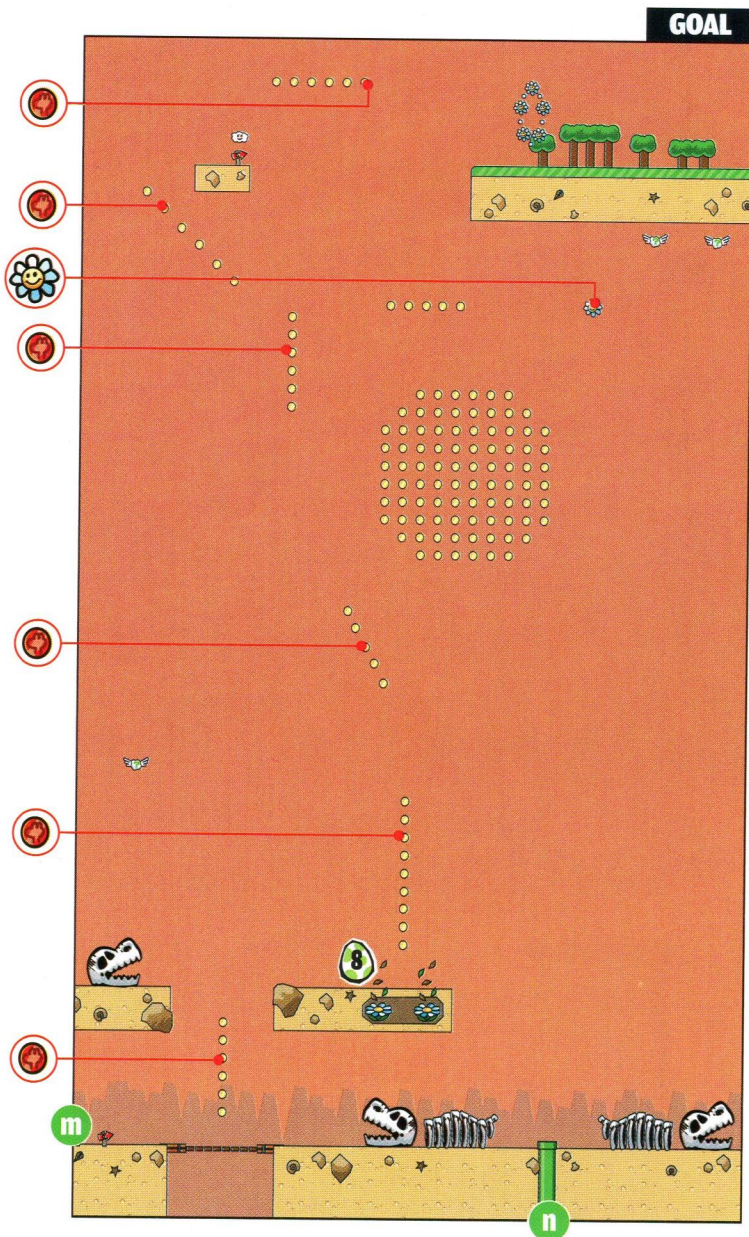
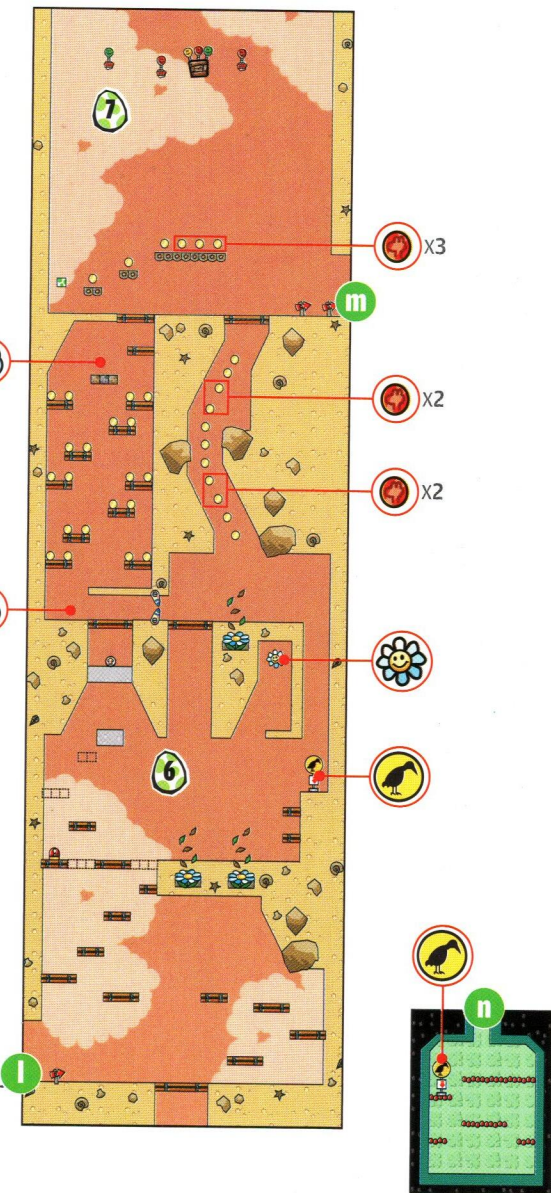
**3** Gusties become more plentiful and aggressive in the second, smaller chasm you'll need to navigate. If you ignore them, they will nail you without fail. Control your altitude with your parasol to stay out of their way.

**4** Near the top of the chasm you'll see an inviting pipe that allows you to bypass the treacherous narrow passage. Ignore it and take the narrow passage. Your reward will be a 1-Up and some stars inside Winged Clouds. Jump up to the plateau filled with skulls, then head left to a door that leads to a kangaroo ride!

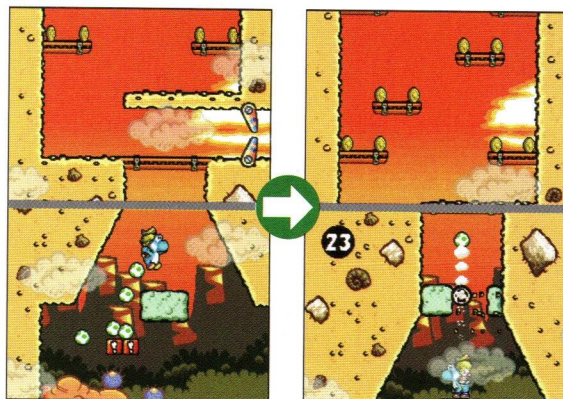
**5** Two 1-Ups and a flower are yours for the taking on a row of one-jump platforms. You can reach those platforms by navigating a tough sequence of one-jump platforms starting on the left side, or you can leap off the Windbag to the right of the item-filled platform. Whatever route you choose, be sure to take plenty of eggs and aim carefully once you get up there.







**6** Catch a breeze up to a flower in a nook near the Stork Stop, then toss a well-placed egg at the stone wall that supports a spring ball. Take care not to damage the stone wall below the spring ball. When the spring ball is in place, stomp the switch to bounce up to some coins and a flower.



**7** When you get to the top of the canyon, quickly shoot down the slow-moving crate at the top of the screen. It'll disappear once it reaches the left side of the screen.

**8** The crosswinds are ferocious in the expansive, final section of the level . . . and that's a good thing! You'll rack up some frequent-flyer miles collecting everything, but you can do it with a bit of luck and patience. Hop on the cloud above a platform near the goal ring to make your life a bit easier.

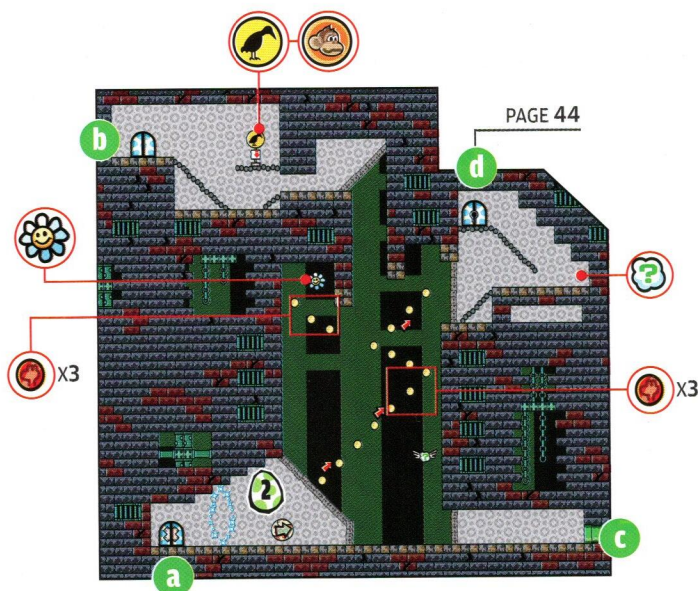




# world 2-4

## hector the reflector's haunted house

You'll be rubbing your eyes in confusion when you face off against this phantasm. And you'll rub your head in pain when the furniture hits you.



### Seat of Power

The chairs under the platform are looking to lay some fine Quaker craftsmanship upside your head.

**1** If you have eggs to spare, feel free to smash through the blocks to get to the red coins and the flower. Baby DK can do the job without eggs later, however.



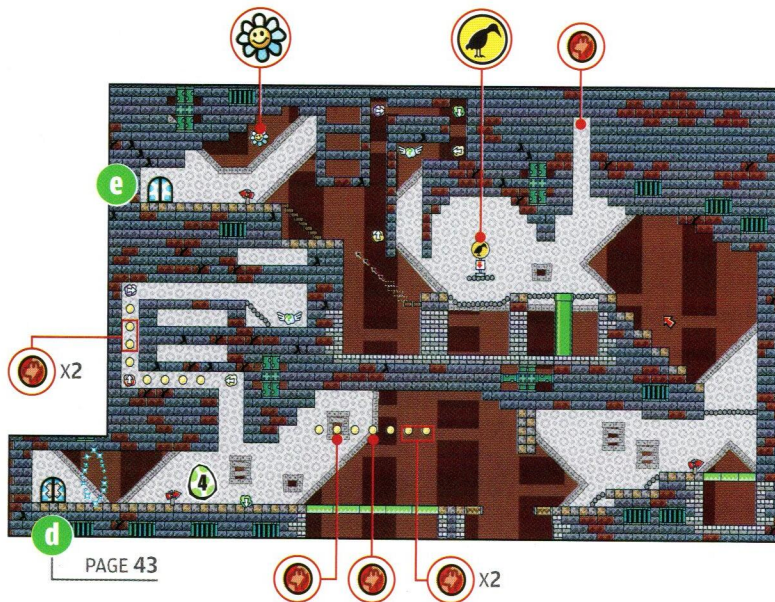
**2** The magical floating wheel has an arrow that points the direction the wheel will move. When it isn't carrying Yoshi (and baggage), it stops and spins clockwise. Once you are aboard and floating, hop and flutter until the arrow points to where you want to go. Ride it up to the Stork Stop, switch to Baby DK, then pick up the Baby DK Coin through the nearby door.



**3** The spirits are restless, and so is the furniture. Avoid flower pots and chairs while you shoot Winged Clouds. The third Winged Cloud holds a key.





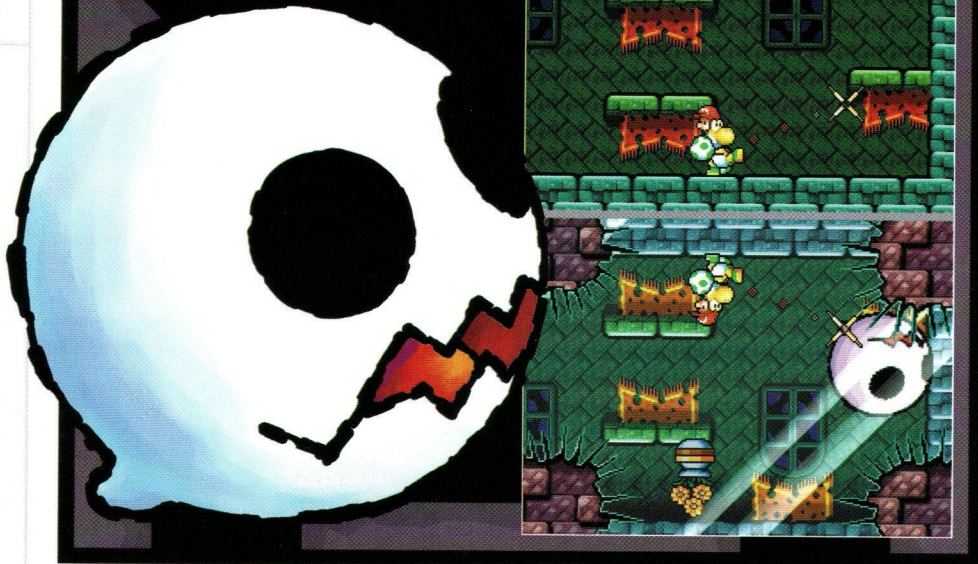


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# BOSS

## Hector the Reflector and the Invisighouls

Once you're wise to Hector's little reflection game, you should be able to make short work of him. (He appears as an "invisible" distortion effect on the top screen, but he's visible upside down on the bottom screen.) As you fight him, cracks will appear in the mirror that mysteriously block your eggs, so make sure you have a crack-free shot before you pelt him. If you run low on ammo, his annoying friends will come to your rescue by tossing chairs and flower pots your way. Three hits will make him a ghostly memory.

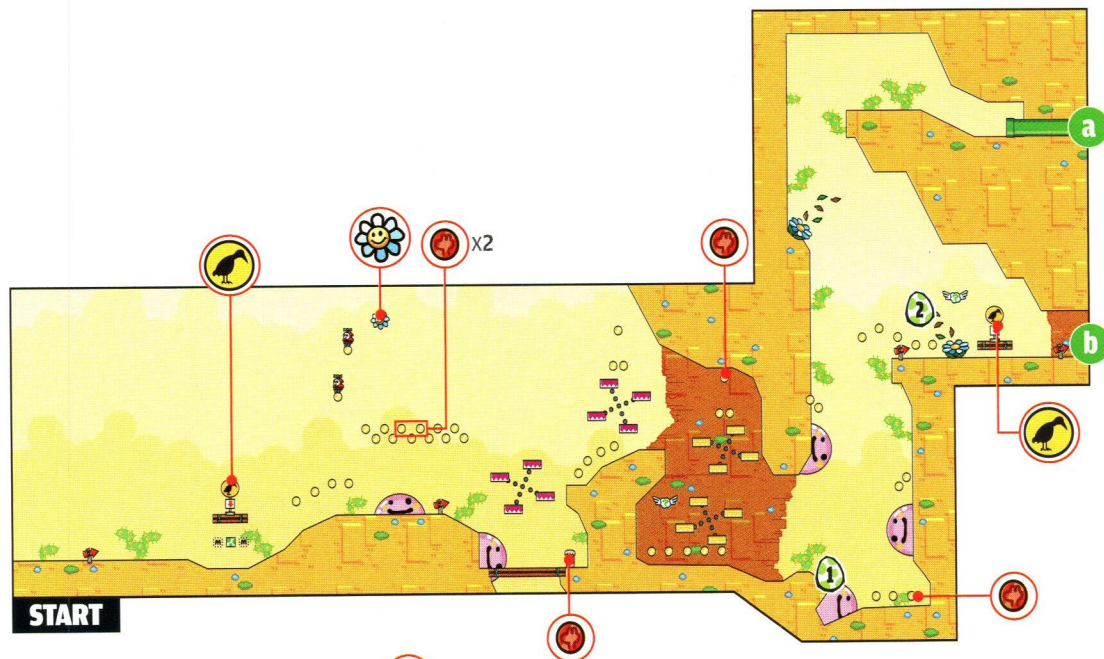




# world 2-5

boing!

We couldn't help but notice that you have a little extra spring in your step. You must be in love . . . with World 2-5.

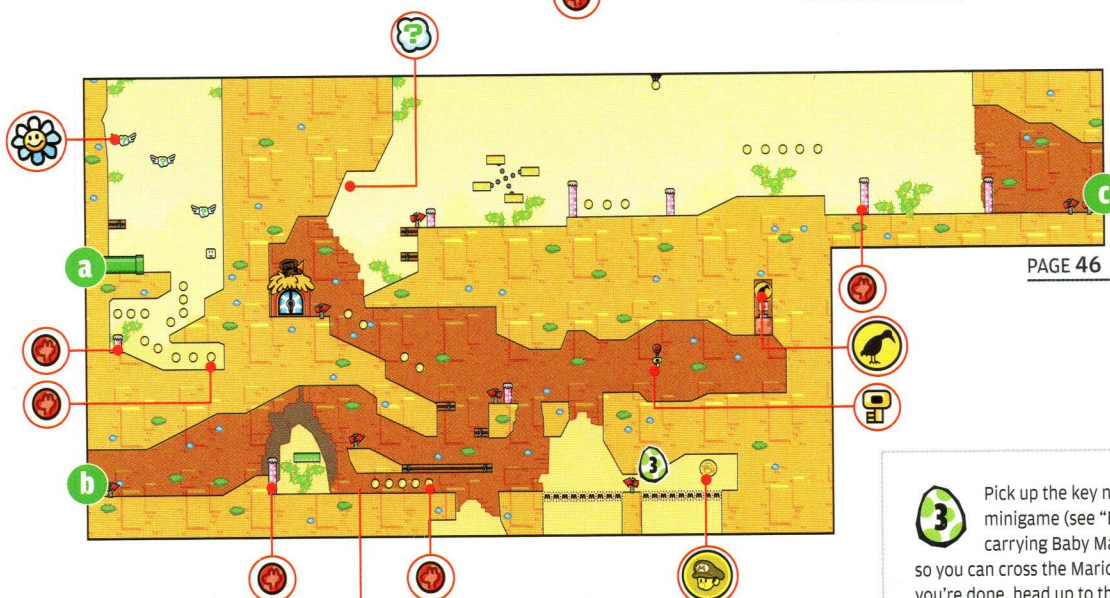
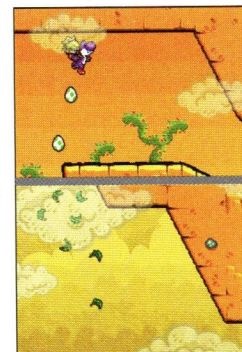


1

That's not a pink hill—it's a Bounce. Bounces will send you in different directions at different velocities, depending on how you land on them. Learn how to use them, or experience the pain of being bounced into a Debull.

2

A Winged Cloud over a ledge will start up a flower fan, which means you'll be needing a parasol. Pick up Baby Peach then warp over to a prize-rich canyon where there are three Winged Clouds, plenty of coins and an annoying Eggo-Dil. Don't forget the two red coins at the bottom of the canyon.

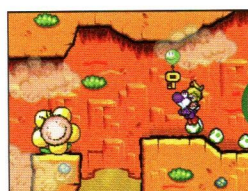


## Drop the Bull

Bulls are invulnerable to attacks. Luckily, they're stupid. Lure them to edge of canyons so they fall.

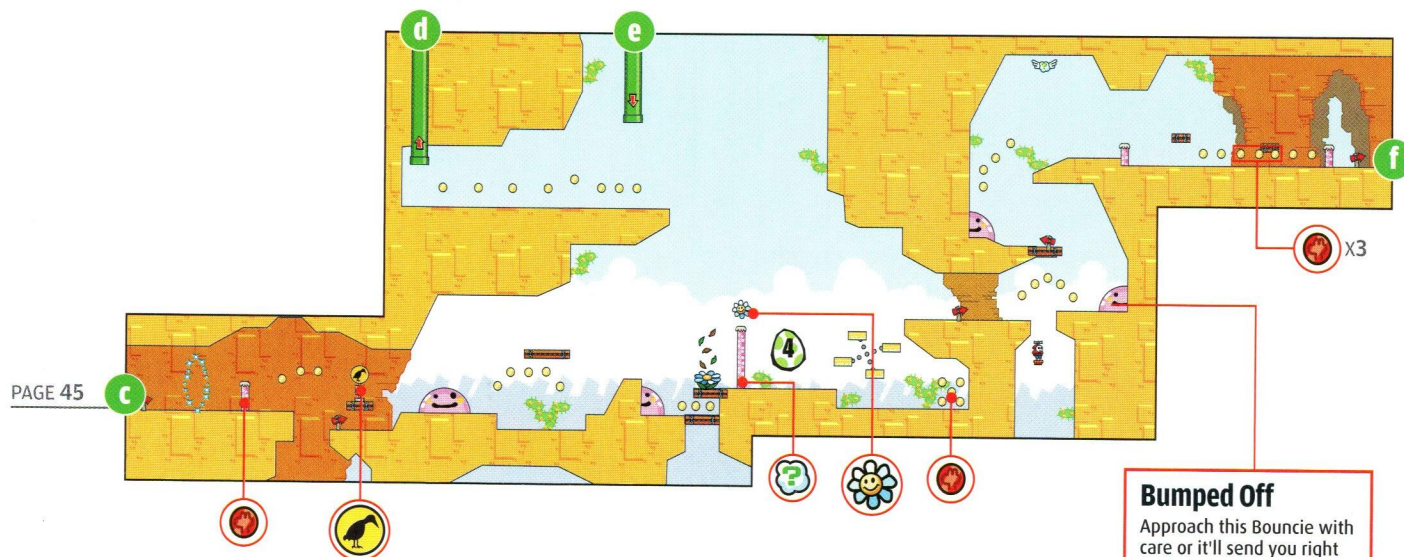
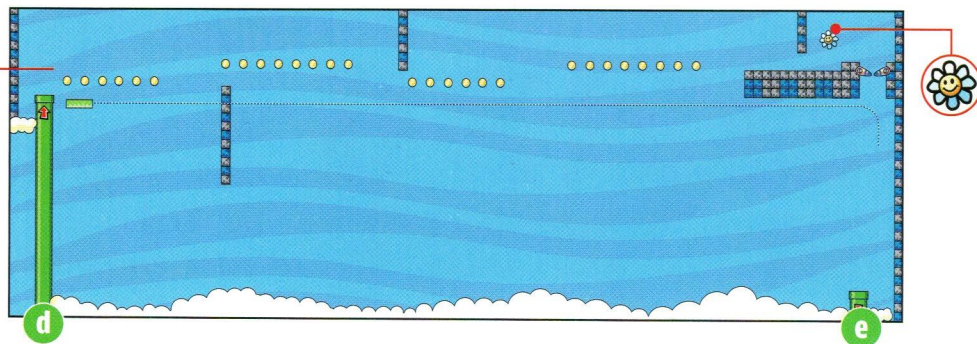
3

Pick up the key near the Stork Stop, then head over to the minigame (see "Bumber Course" on page 48). If Yoshi isn't carrying Baby Mario already, pick him up at the Stork Stop so you can cross the Mario Block bridge to the Baby Mario Coin. When you're done, head up to the next Bounce-heavy area.



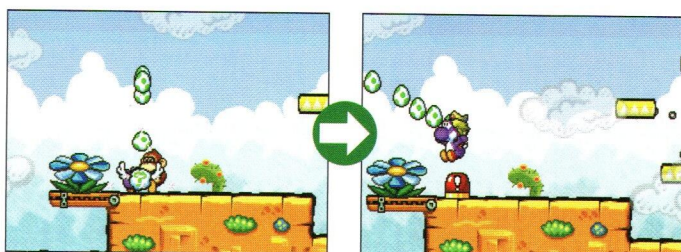


The moving platform has a schedule to keep, so you'll have to flutter to stay above it as you collect coins. Yoshi doesn't always stick the landing, so you may fall off a few times. Drop down the warp pipe to start over.

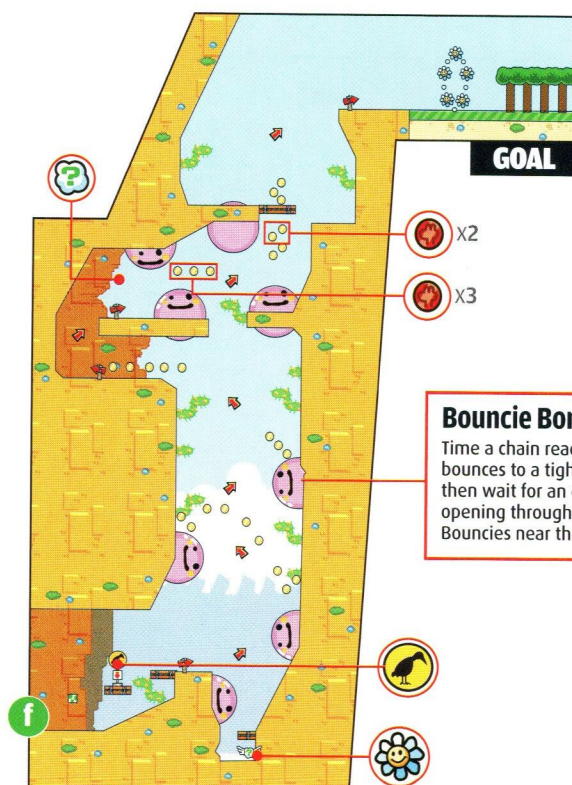


Approach this Bouncie with care or it'll send you right down the chasm.

**4** A Winged Cloud is hidden at the bottom of a tall pedestal. Ground-pound the pedestal, shoot the Winged Cloud, activate the switch that appears, then use the breeze to fly up to a veritable coin cornucopia on the upper ledge. A warp pipe will take you to a moving platform and more coins.



Romp through the Bouncies to beat the clock in this wacky minigame. The trick is to avoid the Bouncies as much as possible. Keep fluttering and try to land on the far side of each Bouncy so it will propel you forward rather than backward.



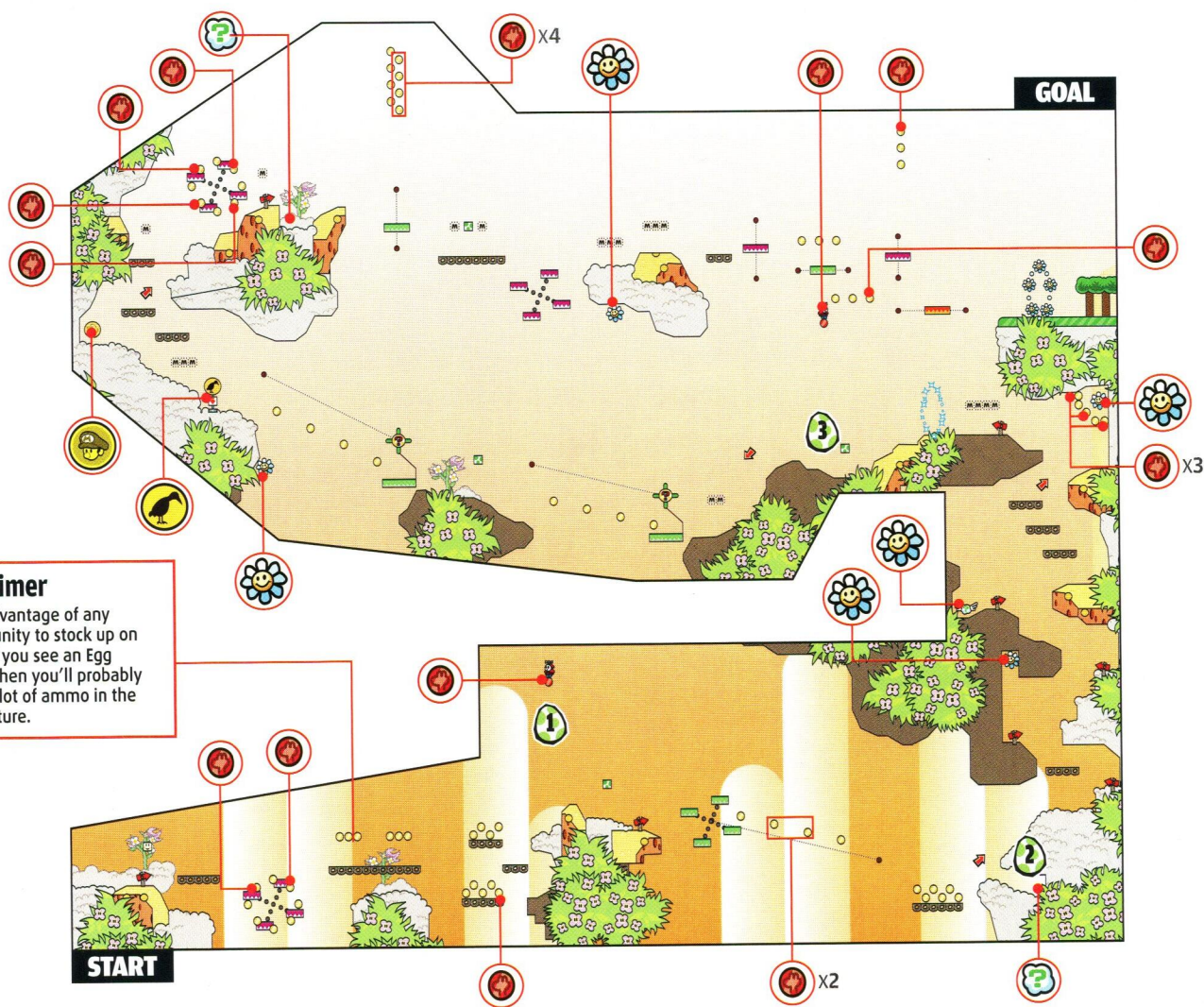
Time a chain reaction of bounces to a tight ledge, then wait for an optimum opening through the moving Bouncies near the top.



# world 2-6

donuts and eggs

Mmm . . . breakfast time! Too bad you have to run. This autoscrolling level will have you scrambling to stay ahead of your worst enemy: time.

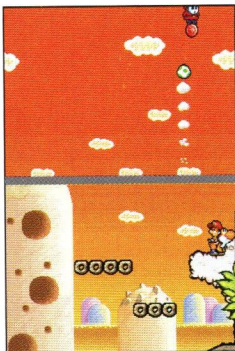


## Egg Timer

Take advantage of any opportunity to stock up on eggs. If you see an Egg Block, then you'll probably need a lot of ammo in the near future.

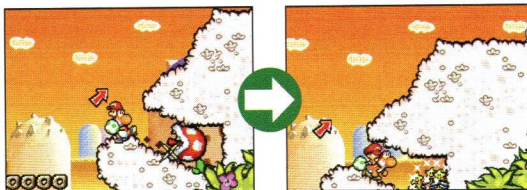
1

You won't have much time to shoot down the circling Fly Guy that's holding a red coin, so take your best shot and move on. If you're well-stocked with eggs, then let them fly.



2

Getting to some stars inside a Winged Cloud is a four-part process: shoot the Piranha Plant, shoot the empty space where the plant was to make the Winged Cloud appear, shoot the Winged Cloud to release the stars, then scoop them up from the ledge. If you can do that in about two seconds, you're golden.



3

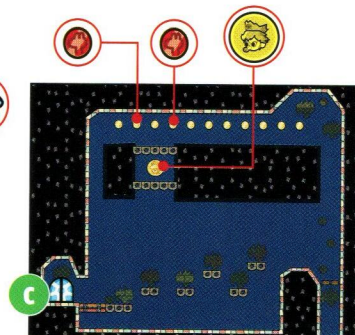
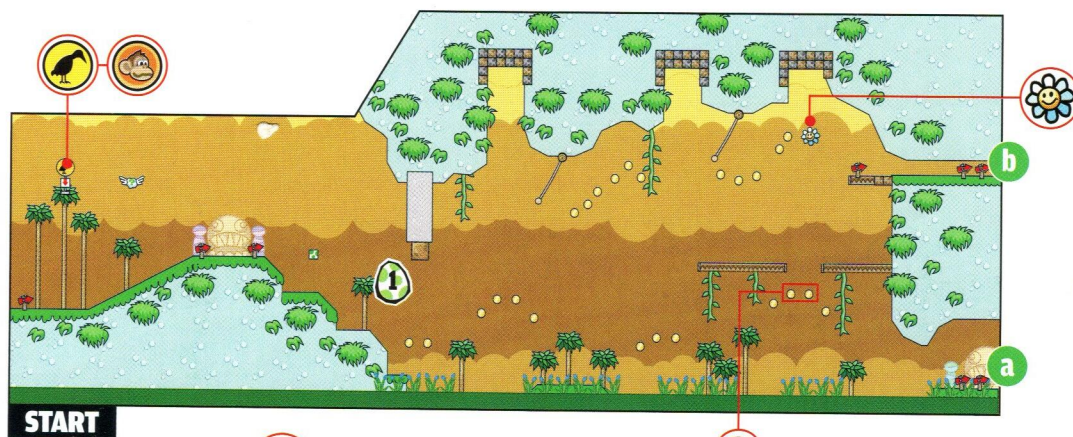
Keep one eye trained on the top screen and the other eye trained on the landscape well ahead of you on the bottom screen. If you can spot a distant item and hit it with an egg, you'll bank some valuable time you can use to grab even more items. For example, you can shoot Fly Guys with red coins on the top screen long before they are directly in front of you.



# world 2-7

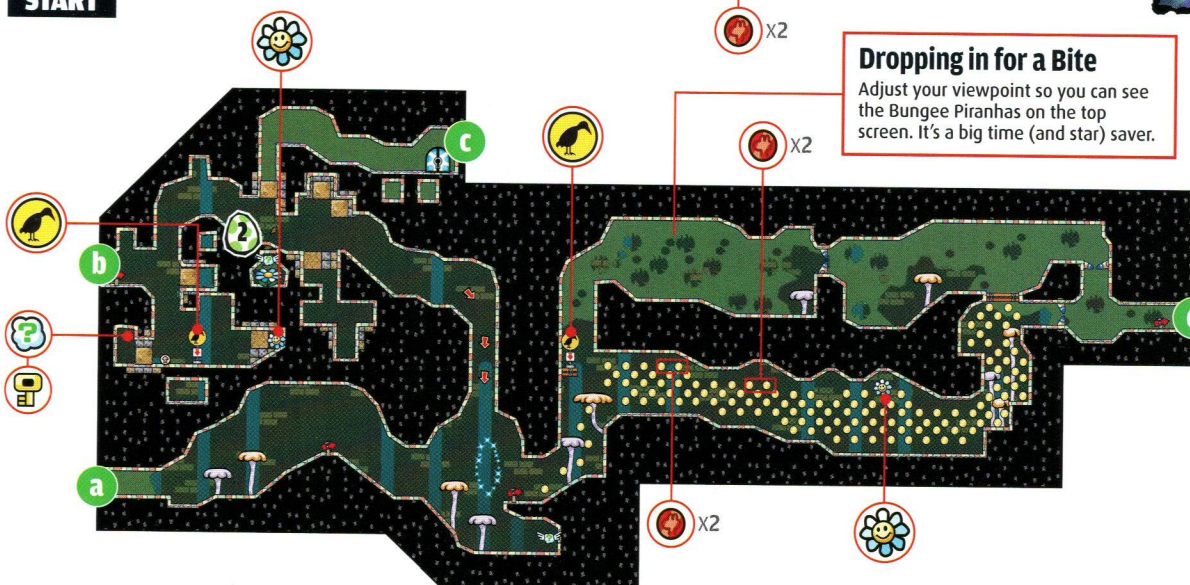
yoshi on stilts

Baby DK will do much of the work in this vine-filled level, but Yoshi gets the title credit for his courageous stroll atop sticks.

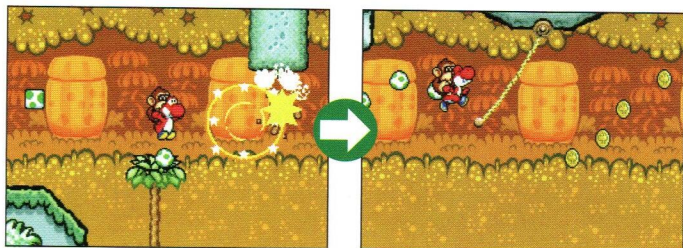


## Dropping in for a Bite

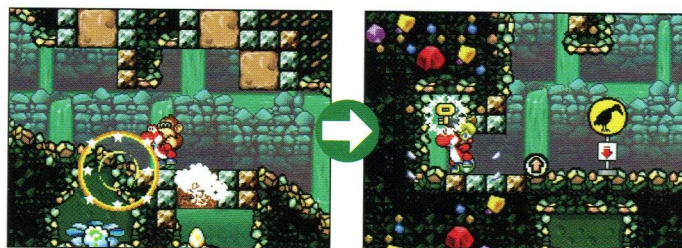
Adjust your viewpoint so you can see the Bungee Piranhas on the top screen. It's a big time (and star) saver.



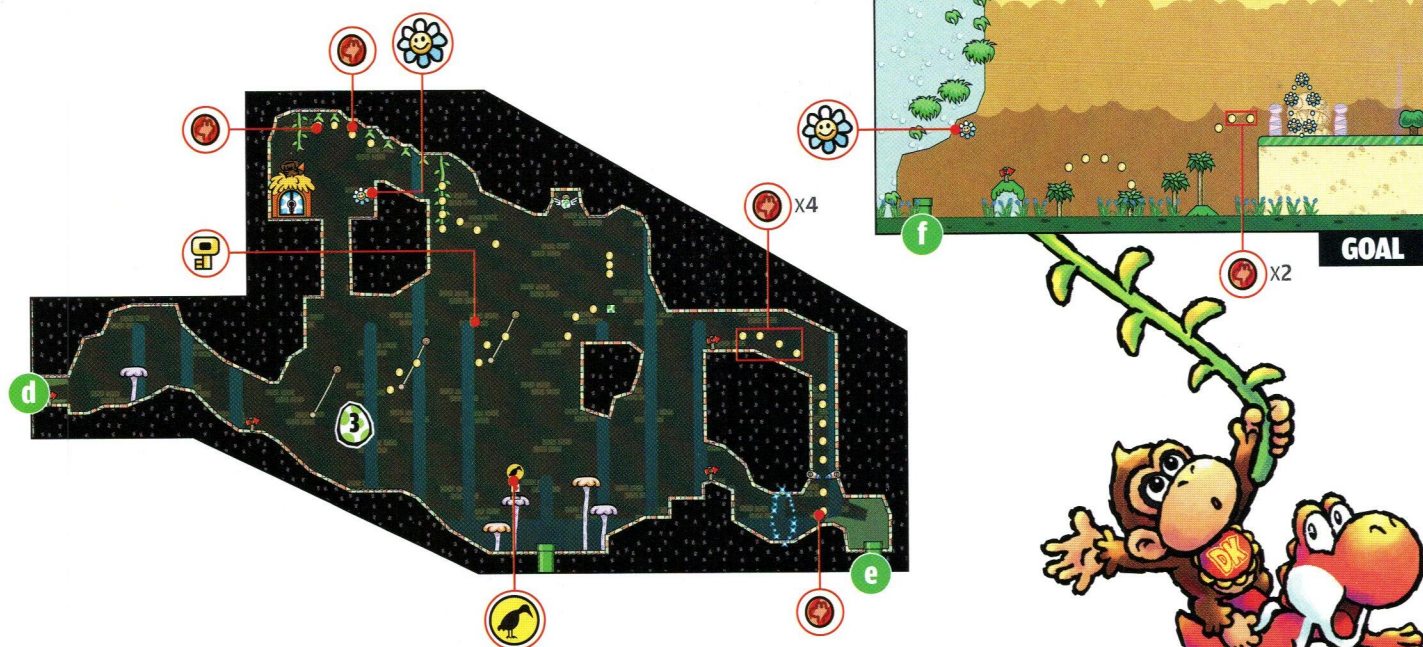
- 1** Throw an egg at the stone that supports a large gray pillar to unblock Baby DK's path to a vine. Jump between vines and ropes—timing your leaps to avoid waterfalls—until you reach the flower and the upper-level exit. Either take the high road again to exit b, or pick up two red coins on the surface path before you swing across the ceiling.



- 2** In the top section of the cave, use Baby DK's powerful dash attack to excavate eggs and a key. Blast the Winged Cloud above the flower fan with an exploding egg, then pick up Baby Peach at the Stork Stop. Use the breeze to fly up to a door that leads to a room with two red coins and a Baby Peach Coin inside. When you're finished, pick up Baby DK again.



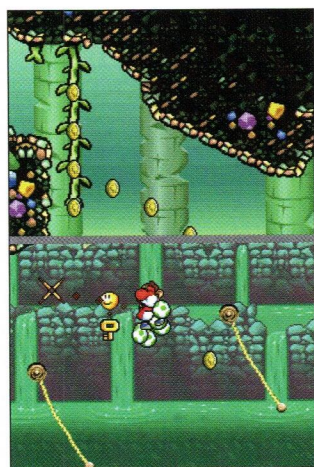




### Stop, Hop, and Pop

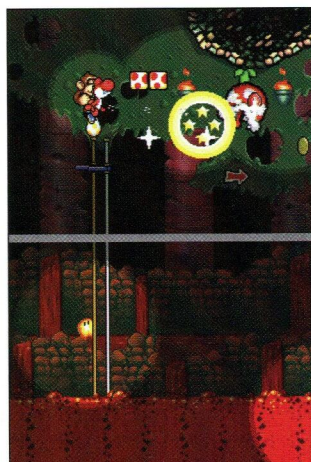
Slowly walk beneath the Piranha Plants here, or quickly hop and fire an egg to clear your path.

**3** Swing to a balloon and pop it to pick up the key to a minigame. Then swing right to some red coins, a flower, and the minigame hut.



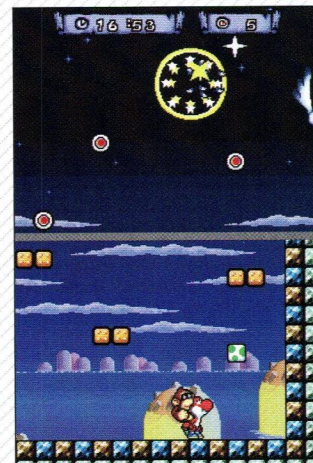
Just to be safe, you may want to eliminate the enemies on the cavern floor. It's a good way to replenish eggs, too.

**4** Use the stilts to walk across the deadly lava pit. Stop just short of the last pair of coins, then jump and flutter to get them. You'll step into a gully if you walk too far.



### Egg-Toss Minigame

Blast as many Goonies as you can within 30 seconds to earn 1-Ups. For a change of pace, play the game using Baby DK's exploding eggs. Baby Mario's bouncing eggs allow you to use bank shots.

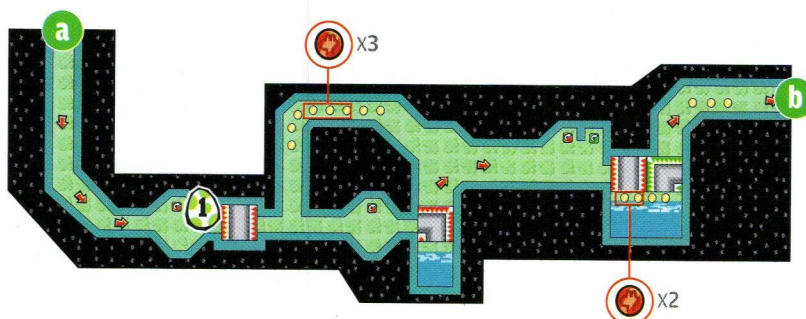
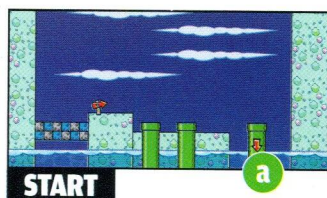




# world 2-8

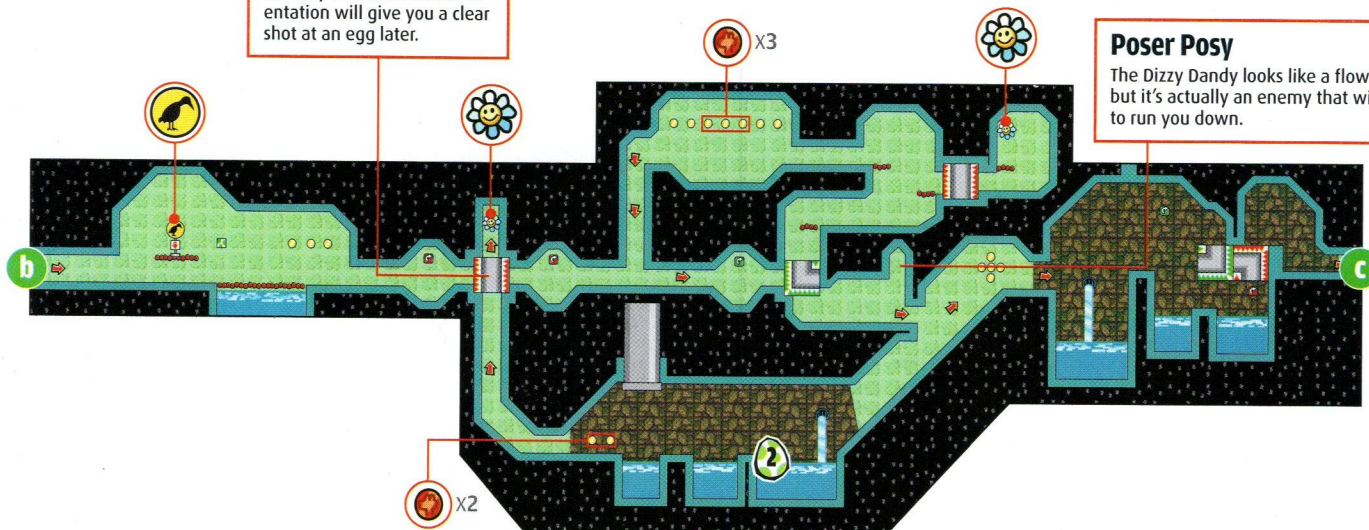
## big bungee piranha's lair

There's something nasty going on in World 2's plumbing. Luckily, you'll discover you have a knack for pipe fitting.



### Vert Moves

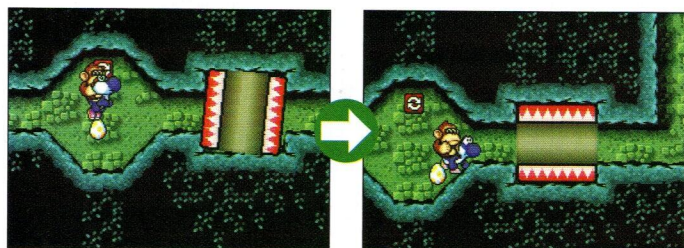
After you adjust this section of pipe to clear the passageway, remember to put it back the way it was. A vertical orientation will give you a clear shot at an egg later.



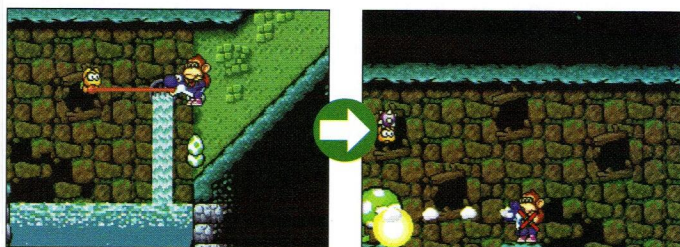
### Poser Posy

The Dizzy Dandy looks like a flower, but it's actually an enemy that will try to run you down.

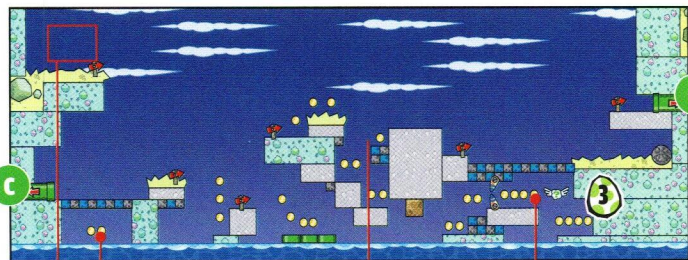
- 1 Bump the color-coded Arrow Blocks to rotate corresponding sections of pipe. Sometimes you'll need to backtrack and adjust the pipe sections multiple times to allow access to different parts of the underground maze. The water is relatively safe on this level, so don't be afraid to go coin-diving.



- 2 Ready a pile of eggs and open fire before the nasty Wall Lakitus can ambush you in this dank little chamber. You must destroy a Wild Ptooie Piranha before you can take a shot at a flower. Baby DK's explosive eggs can take down the plant with one egg, but the other babies will need three eggs to do the job. Snack on Lakitus to replenish your ammo.







### Portable Boost

Slurp up a Shy Guy, carry him in your mouth to a square cluster of blocks, then spit him onto a grassy platform. Bounce off of him and flutter to the left so you can reach some hidden Winged Clouds.

3 x3

2 x2

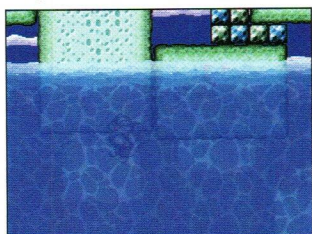
### Spit Take

Ride a jet of regurgitated water to a flower in a tight, overhead nook.

2 x2

BOSS

3 Shoot the soft stone supporting a large block, then jump under the block as it falls. It will push you under a partially submerged block so you can swim to items.



## BOSS

### Big Bungee Piranha

This bloated bad guy can inflict a lot of damage, but it has a big weakness: sensitive snappers. When its targeting cursor appears, roll the Chomp Rock over it so the boss gets a mouthful of rock. When it recoils in pain, hit its tongue with an egg. Three egg hits to the tongue will finish it off. Pay careful attention to the boss's twin tendrils. They'll cause you the most grief.

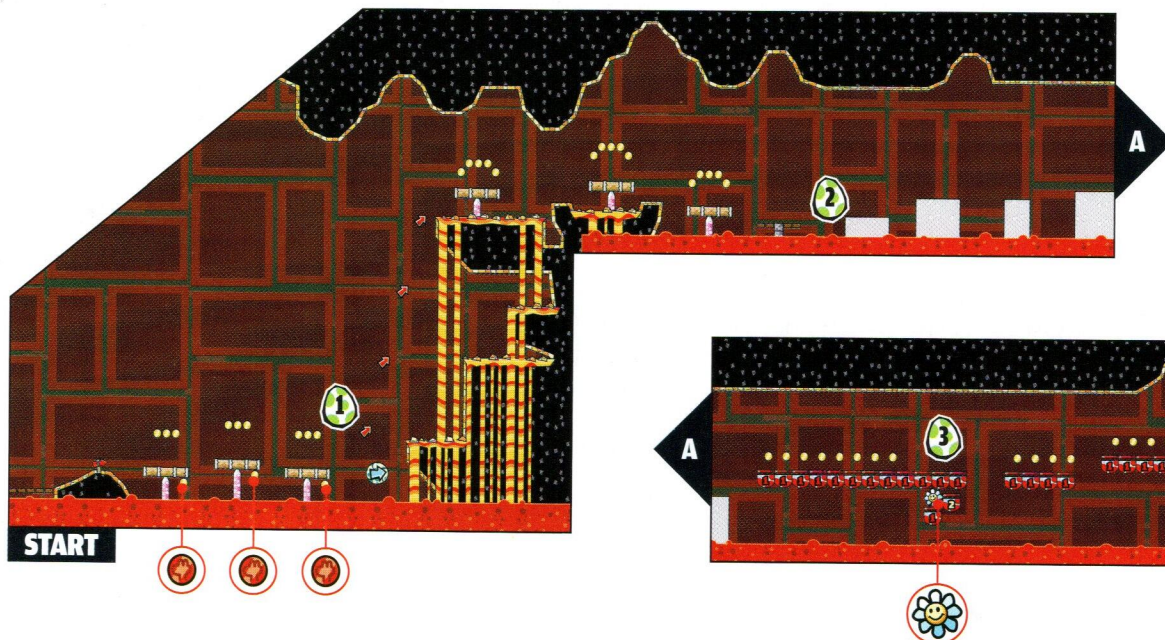




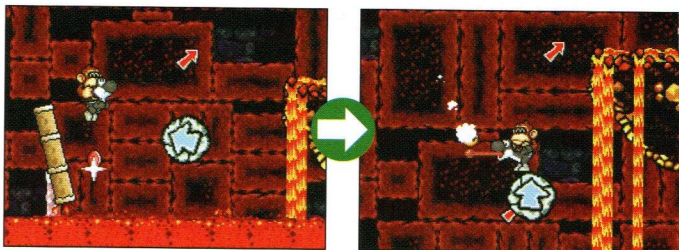
# secret 2

yikes! boiling hot!

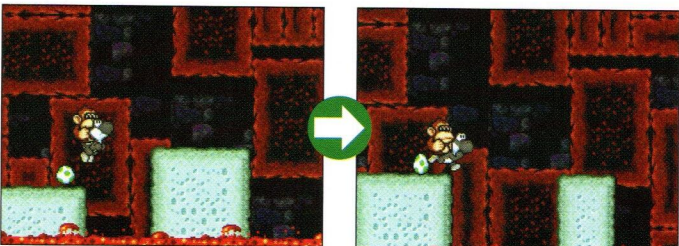
It's hot enough in here to cook an egg . . . and the dinosaur who's carrying it . . . and the baby on the dinosaur's back.



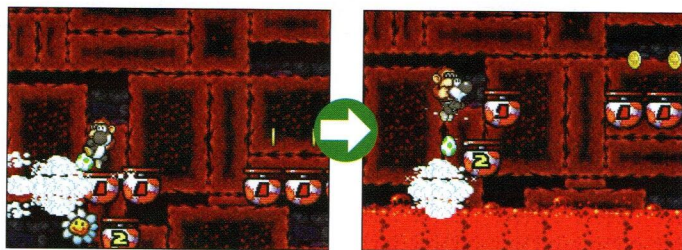
- 1** Hop across the teetering beams to the arrow wheel—collecting red coins as you go—then jump on the arrow wheel to ride it over the lava flow. The lava pool beneath you will start rising, so get a move on.



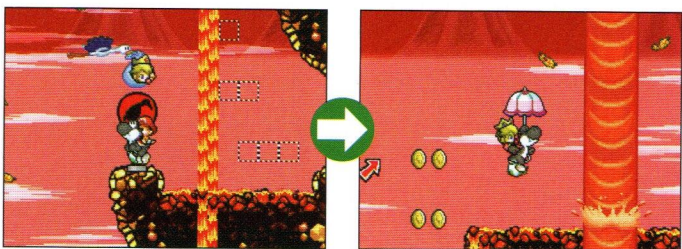
- 2** As soon as you touch the first block, the lava will start rising again. Throw caution to the wind and jump quickly across the gaps. If you hesitate at all, either the Bungee Piranha or the lava will get you.



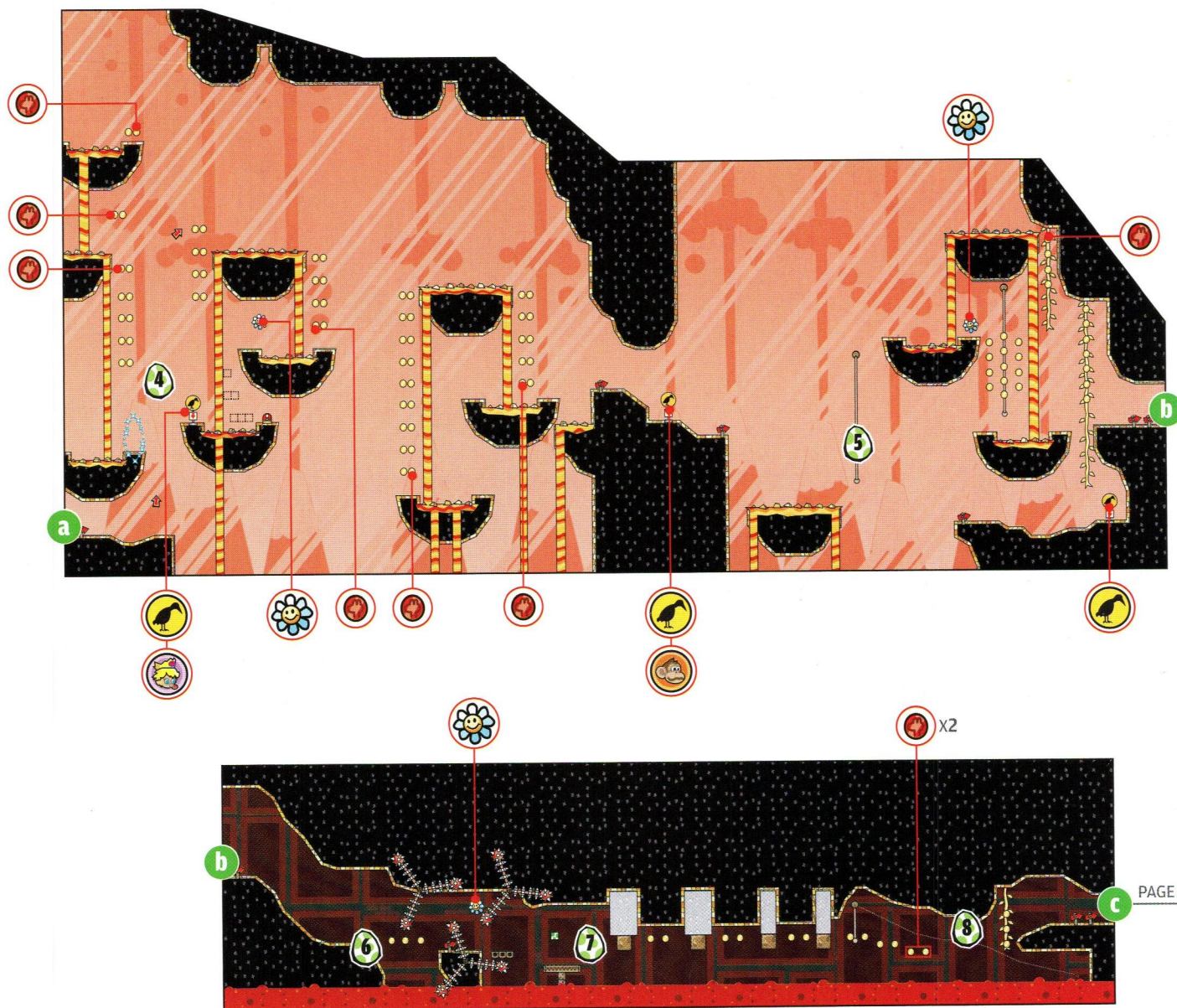
- 3** Race across the one-jump platforms until you reach the flower. Drop to the two-jump platform to collect the flower, then jump back up and continue to run. Hop across the teetering beams to the ledge to move to the next area.



- 4** Spring up to the middle ring and the Stork Stop, switch to Baby Peach, then ride the updrafts to the wide ledge where there's a Stork Stop. Try to keep your distance from the lava flows as you collect the many items in the area.





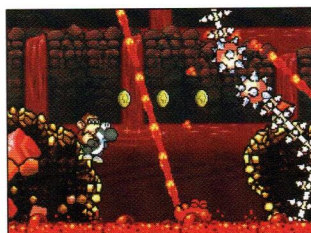


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**5** Switch to Baby DK at the Stork Stop then swing and climb to get to the flower and the red coin.



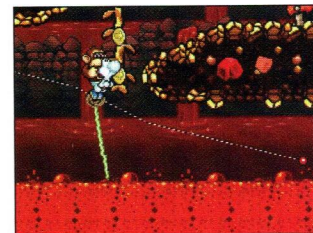
**6** Wait for the Hot Lips to stop spitting lava, then jump between the spinning spike balls. Make a quick stop to stock up on ammo at the Egg Block. Don't take too long, or a second Hot Lips will nail you.



**7** Shoot eggs at the soft stone blocks that hold up the stone columns, then use the columns as platforms to cross the lava. Wait for lava to pour from the ceiling before you jump onto the fourth column.



**8** Jump onto the zip line, then climb the rope as you ride diagonally toward the lava. When the vine is within reach, jump to it then exit the area.

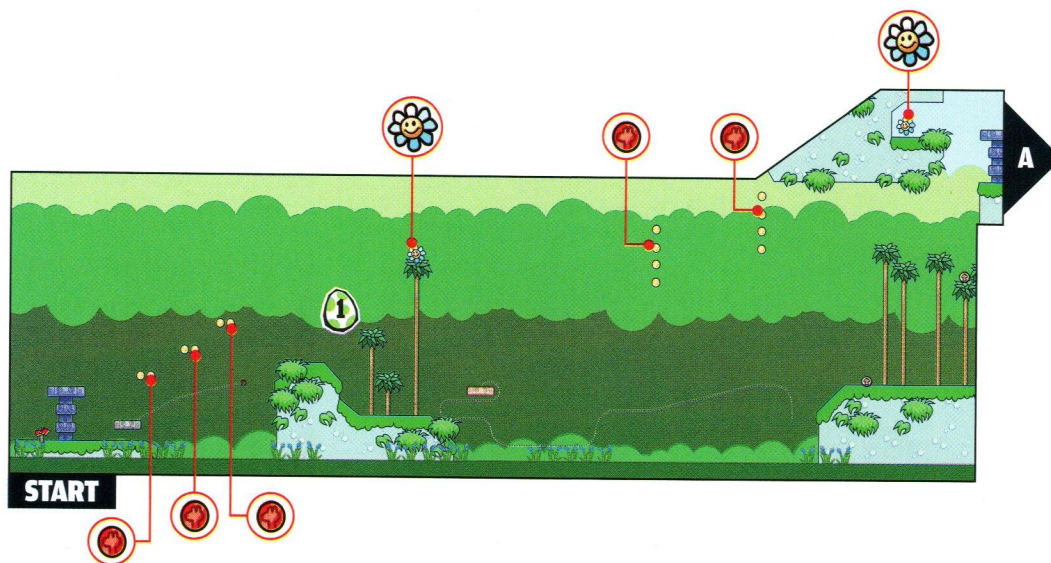




# extra 2

## moving statues, standing statues

The statues in Extra 2 are pretty flat, not particularly attractive, and you stand on them. You might even call them platforms.



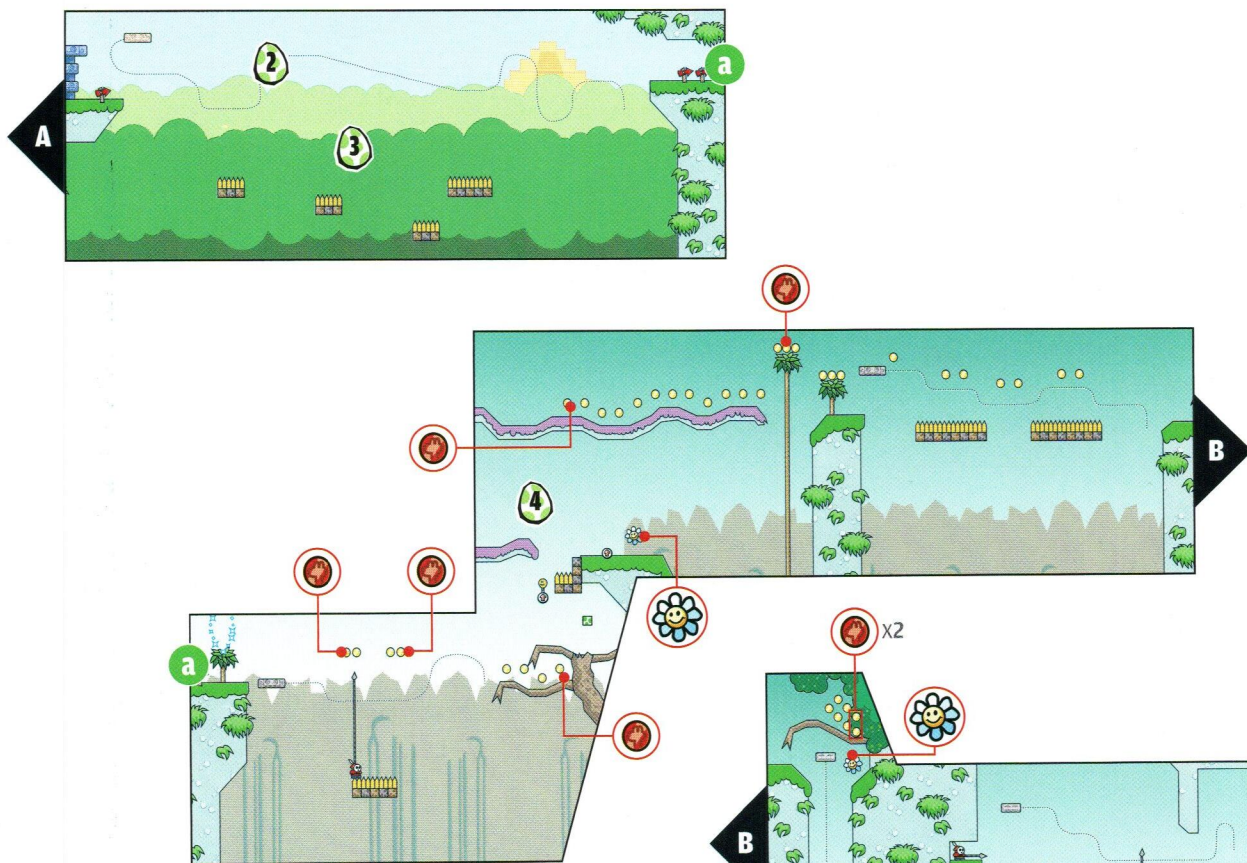
**1** Hop on the first moving platform, then slurp up the Spear Guy in the tree to make an egg.

Shoot the egg at the flower in the tree above you, eat the second Spear Guy, then ride the platform over the water. It moves only when you are not on it, so you'll have to hop and flutter to keep pace with it.



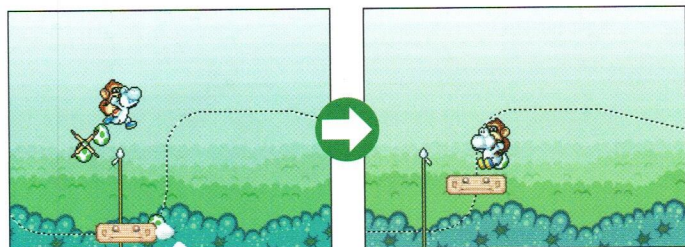
Aim straight up to collect the flower and red coins. After you leave the platform, bounce off the spring ball and up to the flower in an alcove.



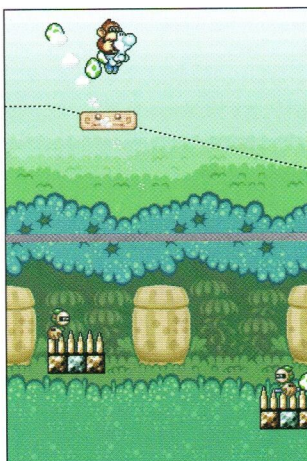


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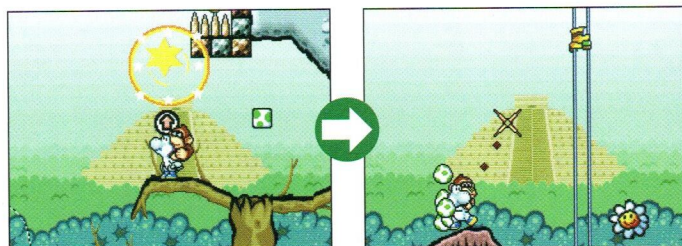
**2** Jump off the platform and flutter when it nears the Spear Guys. Clear the spear tips then catch the platform again when it moves up.



**3** The Baseball Guys on the spiked platforms are gunning for you. Keep moving so they can't get a lock on you. If they score a hit, you'll probably have to start over.



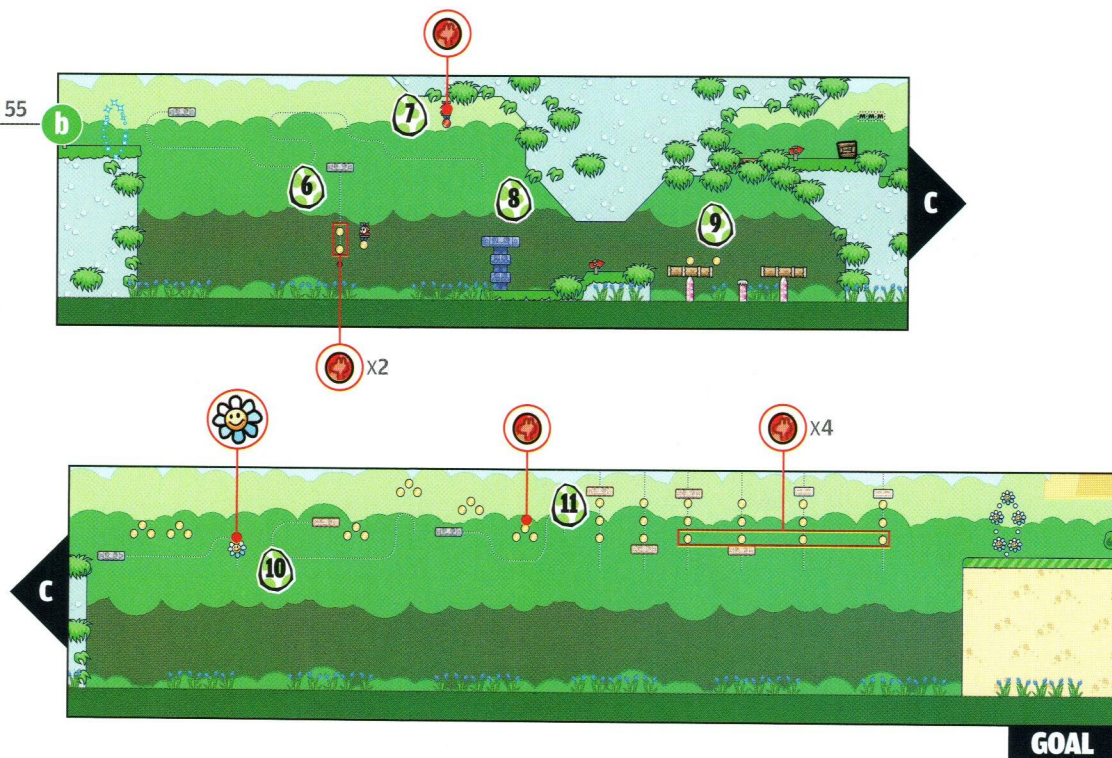
**4** Make sure you have a full load of eggs, then pop the Item Balloon that's carrying a spring ball. Shoot the Shy Guy on Stilts multiple times so you can defeat him and move on to the flower and the next spring ball.



**5** Be ready to jump as you descend on the platform. The Spear Guys hiding in alcoves will try to stab you.

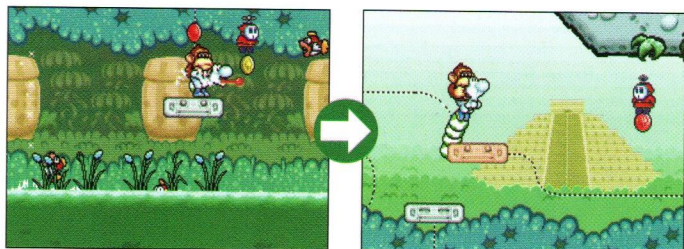






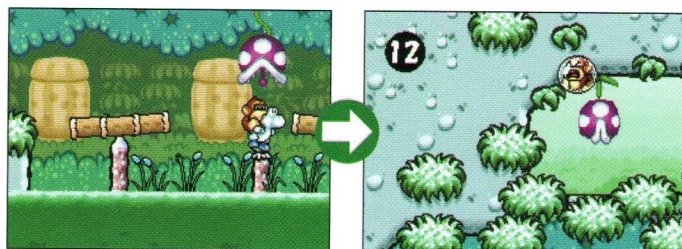
6

Jump from the first platform to a second one that will whisk you down to the red coins near the water, then back upward. Jump and flutter back to the first platform as it dips near a Fly Guy.



9

The autoscrolling screen will stall at a pillar between two teetering blocks. Wait for a Bungee Piranha to grab you and pull you up to a platform. Watch out for the Boss Bass that leaps up from the water.



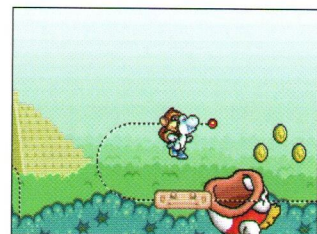
7

You should be able to snatch the red coin away from the Fly Guy as you approach him. If you use an egg to collect it, be sure to hit the actual coin and not the Fly Guy—he'll drop the coin if he's hit.



10

Jump between the moving platforms to traverse an enemy-heavy area. A Boss Bass will try to snatch you from the platforms. Keep jumping and fluttering to avoid them.



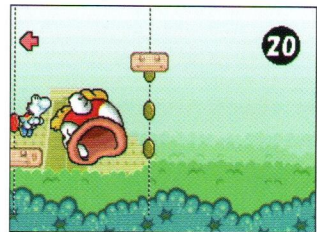
8

Jump from the platform just before it makes a precipitous drop to avoid a spear tip. Eat the Spear Guy when his back is turned, then leap over the next Spear Guy from the top of the pedestal.



11

The last set of platforms will drop into the water at the end of their tracks. Stay aboard just long enough to snag the red coins. Keep an eye out for the Boss Bass, too—they haven't given up on dinner yet.







**world 3**



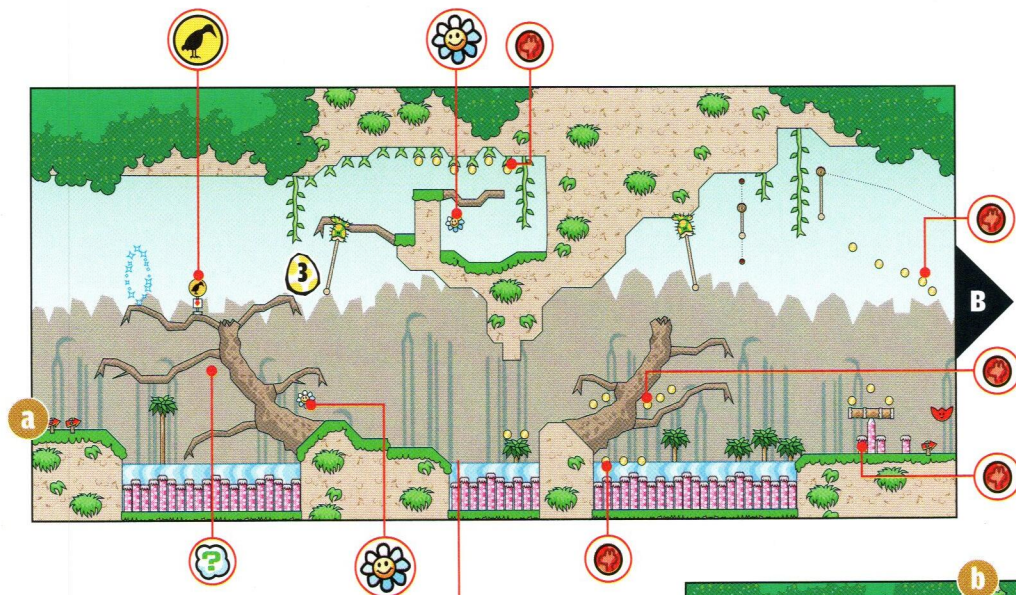
## up the creek

## Hit the Jackpot

## Pile Driver

## START



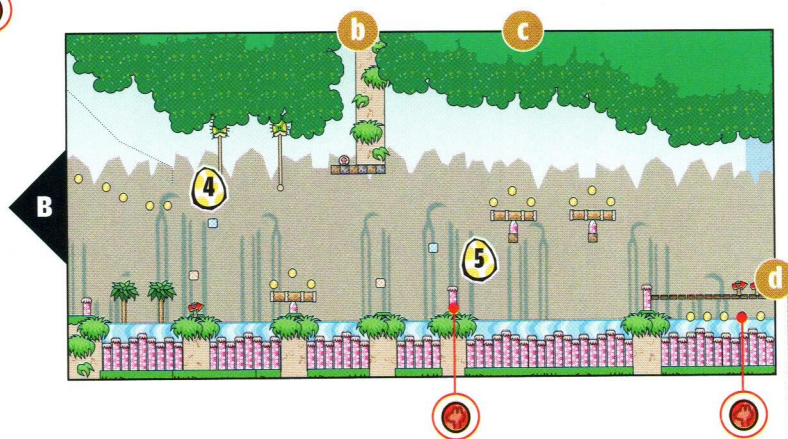


**3** Hanging Blow Hards release exploding Pokeys that slowly creep down a swinging vine. Wait until the vine is clear, then swing left to reach a flower and a red coin.



### Egg Beater

The Egg-enut may fake you out while you're picking up some much-needed ammo. Stay away from the last egg on the right.



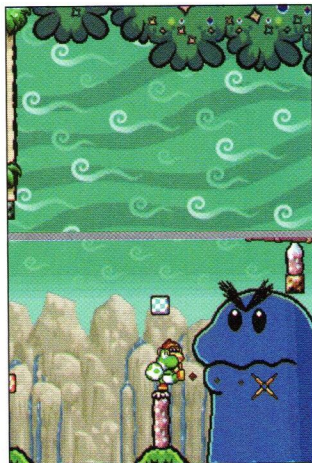
PAGE 60

**4** Timing is everything when you make the leap from a moving platform to a Hanging Blow Hard. Use the vine to reach a spring ball that will shoot you up to a hidden area.

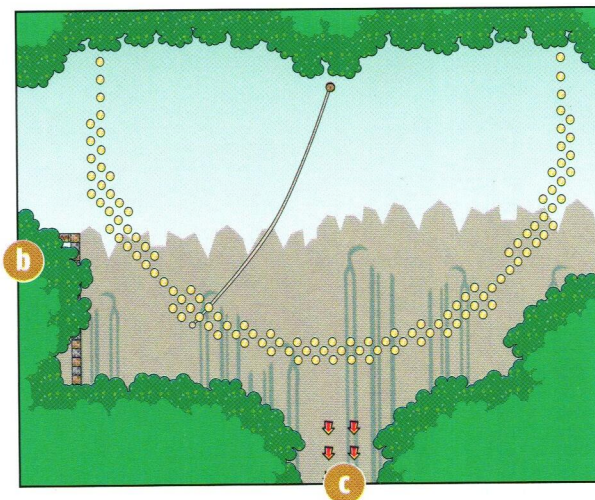


Swing to grab coins in the hidden area. You'll need to flutter at the bottom of the area to get them all. It may require some return trips.

**5** Shoot the blocks with eggs to turn them into moving platforms, then ride them over to the coins above the teeter-totters. Stay aloft, or the Nep-enut will get you.



The Super Big Nep-Enut is more menacing than dangerous. Just bop it with an egg to stun it.

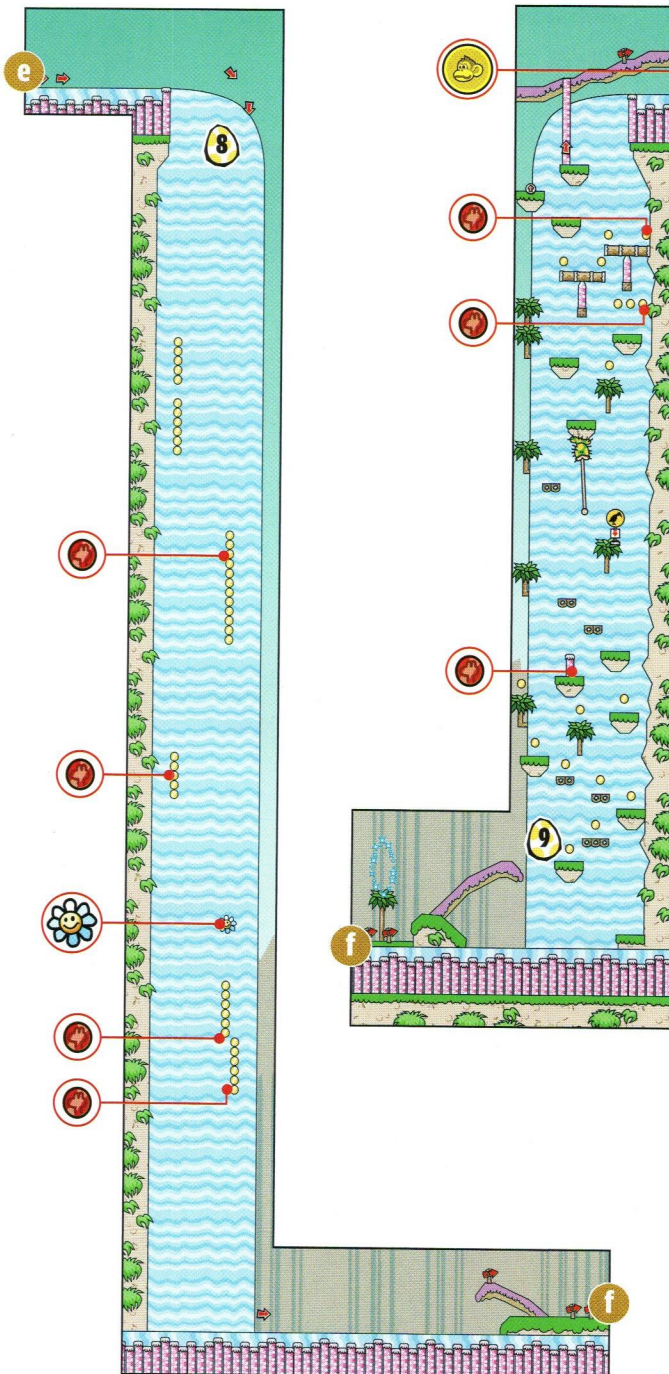
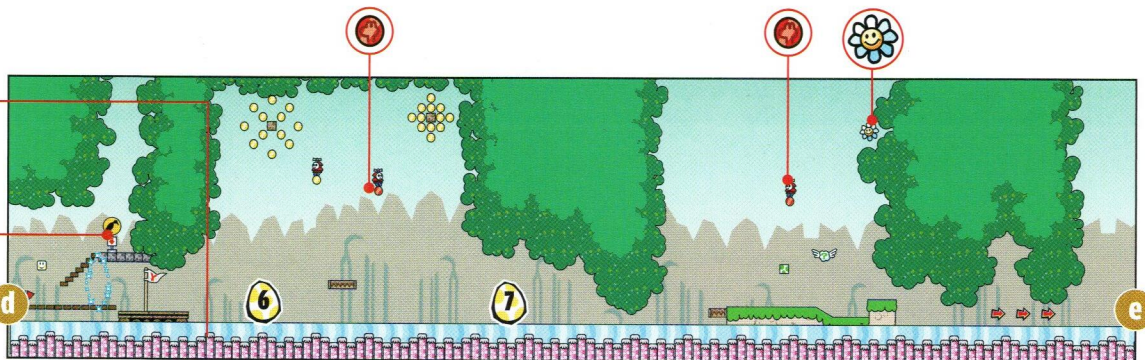




## Stay Dry, Chum

Once you hit the water, you're as good as bait. A Lunge Fish will almost certainly get you if you fall in.

PAGE 59

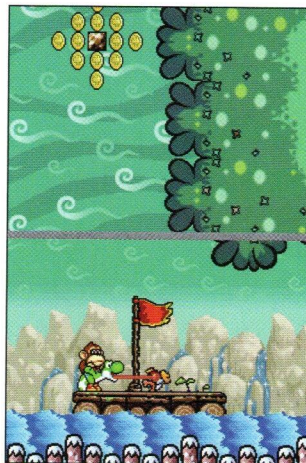


GOAL

**6** Let loose all your eggs if you must to claim the red coin that's floating above the water. You'll get plenty more ammo downriver. Keep an eye out for Flopsy Fish.

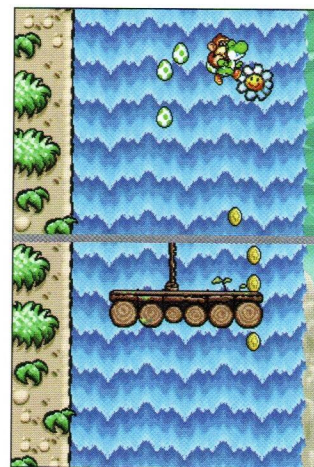


**7** Flopsy Fish will harass you continually if you leave them alone. Slurp them up before they knock you into the water.

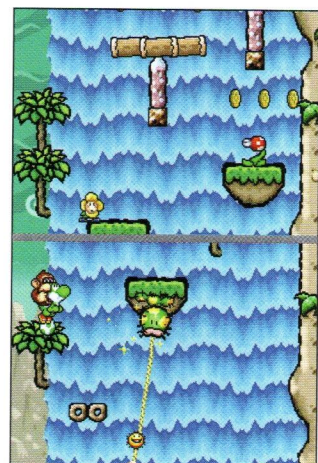


Get your eggs ready before you pass under the low tree canopy. You'll have only a second or two to shoot the two Fly Guys that are holding red coins.

**8** Abandon ship when your raft goes over the edge of the waterfall. You'll be able to control your rate of descent and pick up coins during your fall.



**9** Don't get too close to the bottom of the screen as you ascend the second waterfall. One misstep down there, and you'll be starting over at the middle ring.

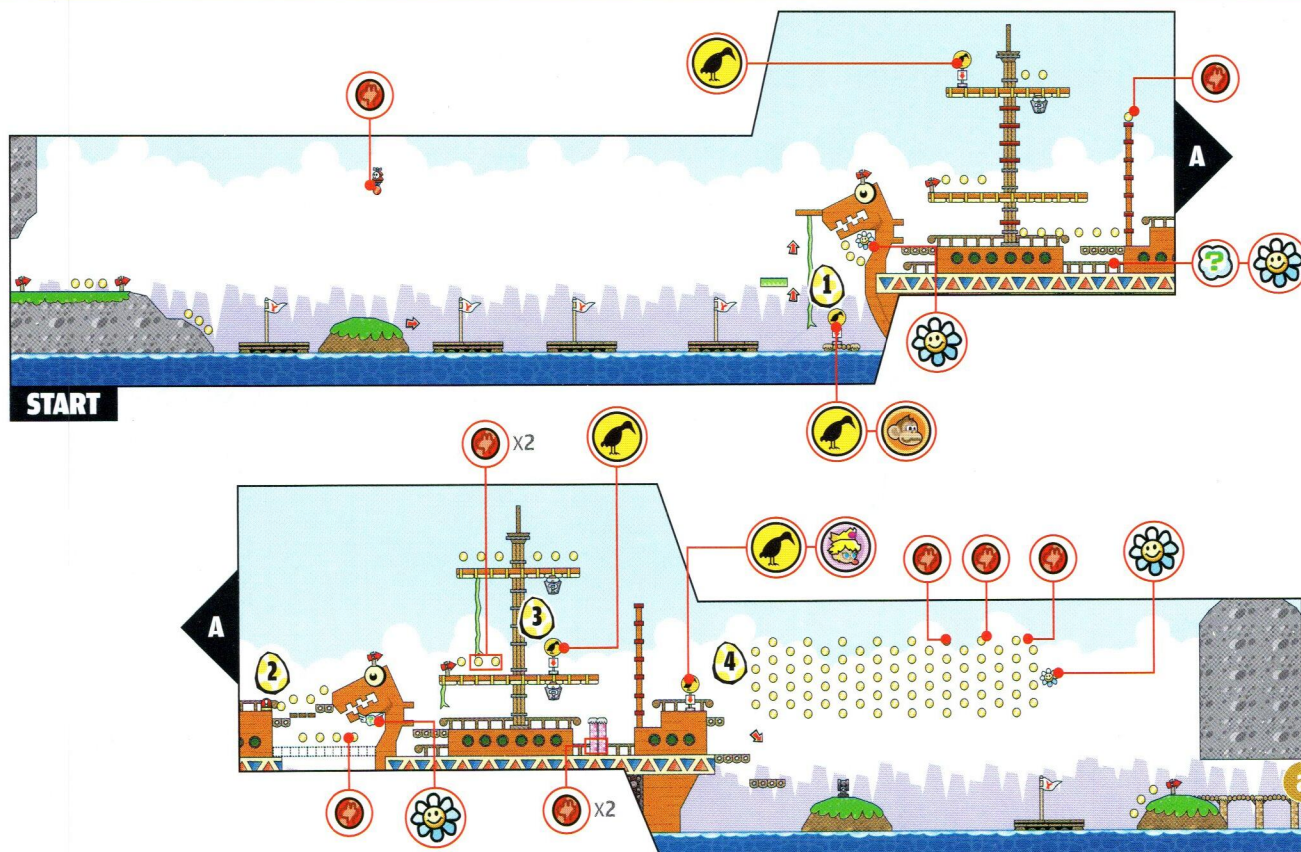




# world 3-2

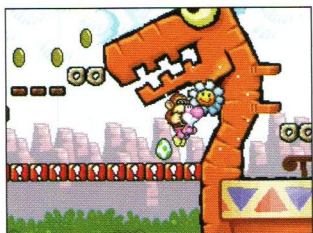
the goonie coast isn't clear!

The Pirate Guys have prepared a poop deck of peril for Yoshi and the babies. Get moving, or you'll be storing your running shoes in Davy Jones's locker.

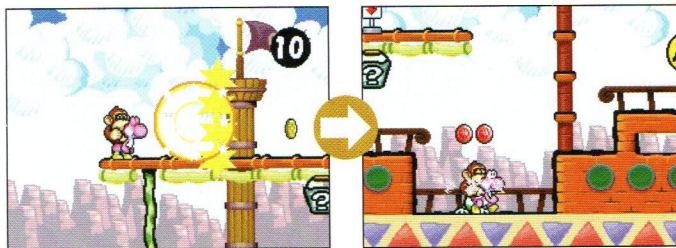


**1** If necessary, pick up Baby DK at the Stork Stop—you'll need to climb extensively in the early stages of the level, and DK's explosive eggs come in handy, too.

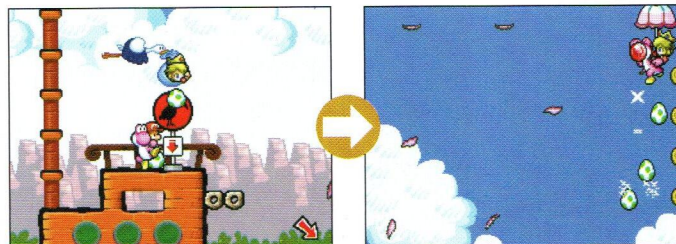
**2** Stomp the switch to throw up a temporary gangplank below the donuts and a platform. Scoop up the red coins, then quickly shoot the Winged Cloud to pick up a flower.



**3** Baby DK's explosive eggs will make short work of the Pirate Guy Stacks. After you've eliminated them, climb to the platform on the top mast to retrieve some red coins. Drop back to the deck to ground-pound a pair of pillars for a couple more red coins.



**4** Head up to the Stork Stop at the top of a mast to pick up Baby Peach, then take advantage of the stiff ocean breeze to collect a horde of floating coins. The forecast calls for flocks of annoying Goonies—so stay clear of the feathered fiends.

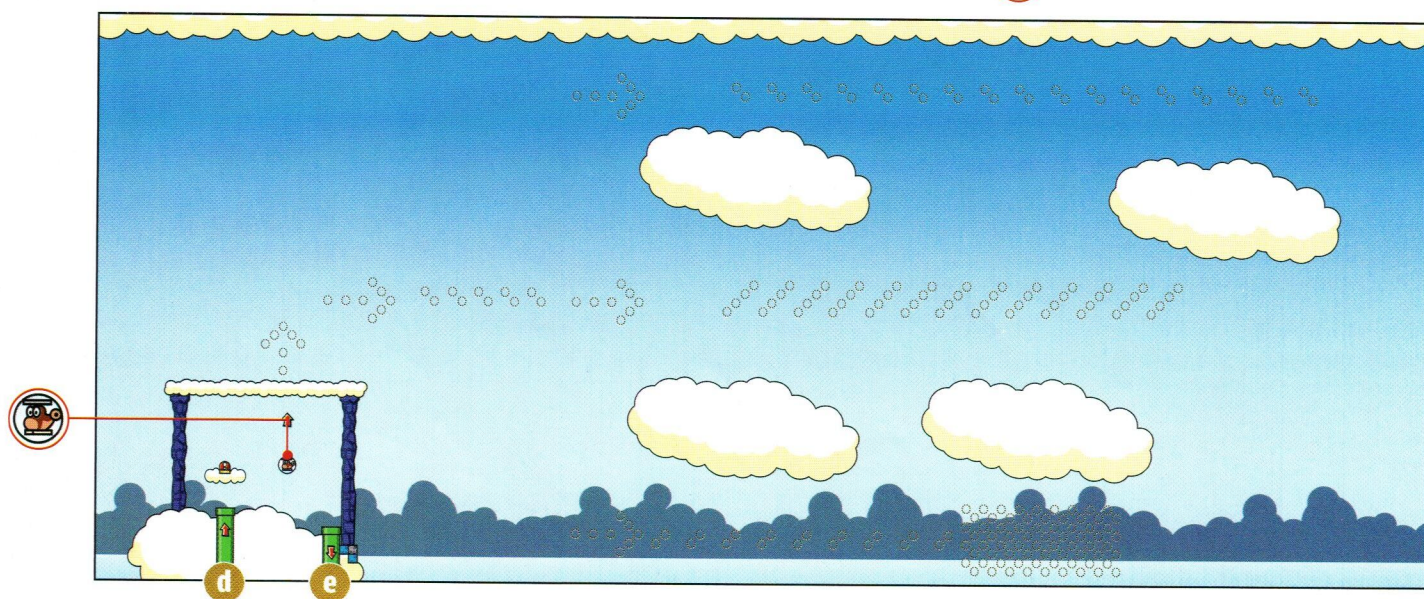
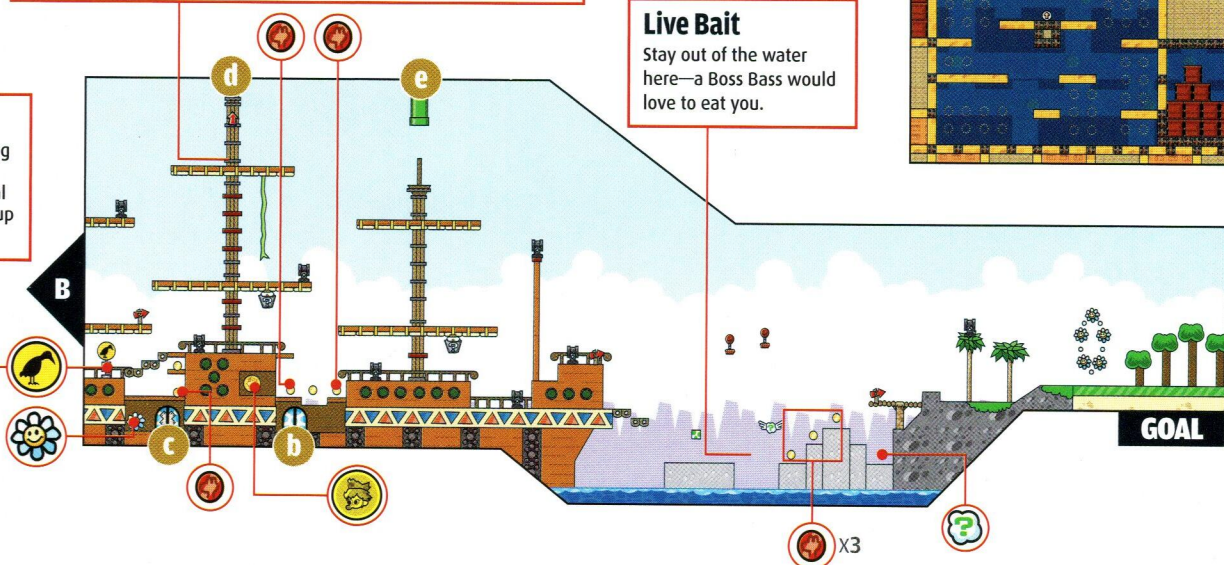
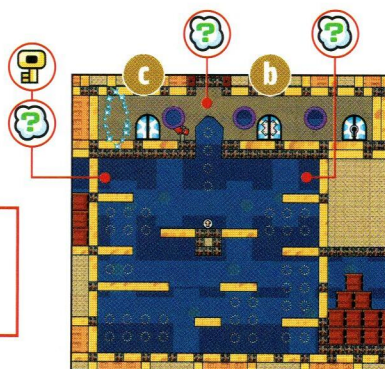




Go through door b and exit through door c *before* you climb the mast to warp pipe d. At the top of the mast, shoot an egg straight up to release a spring ball, then bounce up to morph into a helicopter.

Be sure Yoshi is carrying Baby Peach when you come across her special coin. You can pick her up here if need be.

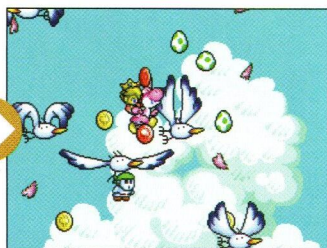
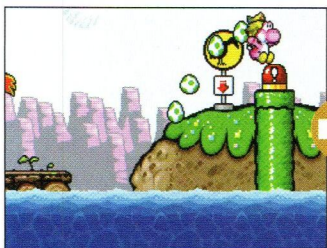
Stay out of the water here—a Boss Bass would love to eat you.





5

From now on, it's a race against the autoscrolling screen. Stomp the switch to start up the wind machine. The faster you can get Baby Peach airborne, the easier it'll be to stay ahead of a flock of Goonies that's trying to get in your way. Dump Baby Peach at the Stork Stop and pick up Baby DK.



6

With Baby DK aboard, you can scurry up a vine to the Winged Cloud atop a mast. Shoot it to get the minigame key. The main challenge here, and throughout most of the level, is to avoid the Bullet Bills that fire out of cannons at regular intervals. When you see the cannons shaking and getting ready to fire, stand clear. You may not be able to recover your baby if the Bullet Bill knocks it off of Yoshi's back.



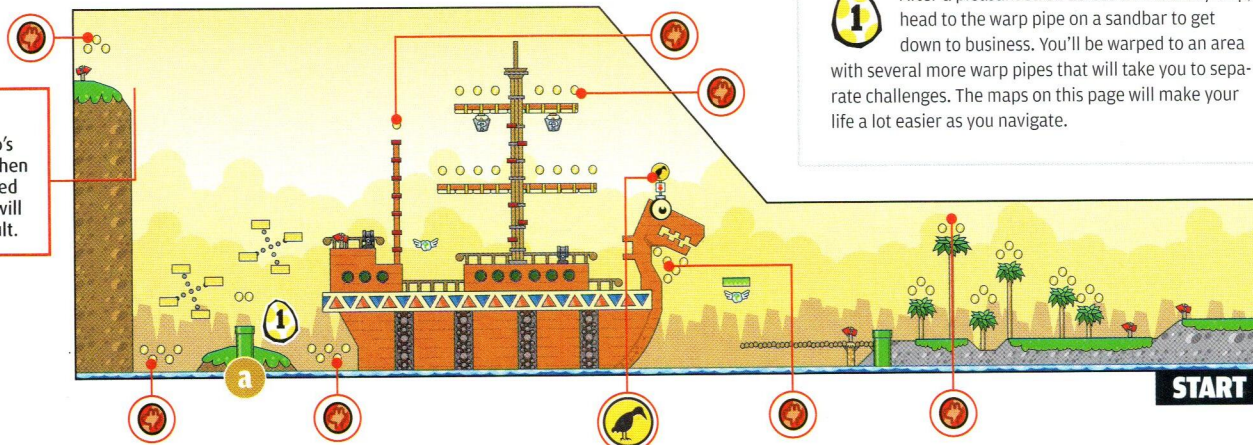
# world 3-3

island of peril

Despite its menacing name, this island is like a paradise compared to World 3-2: most of the booty is fairly accessible.

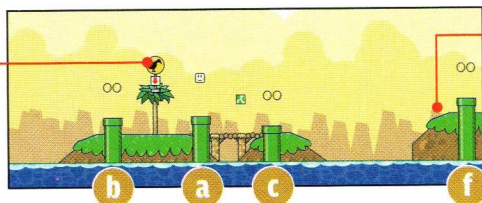
## Far Flutter

Leap from the ship's highest platform then flutter to reach a red coin. Baby Peach will yield the best result.



1

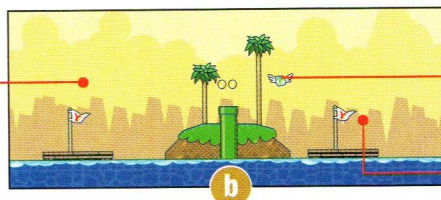
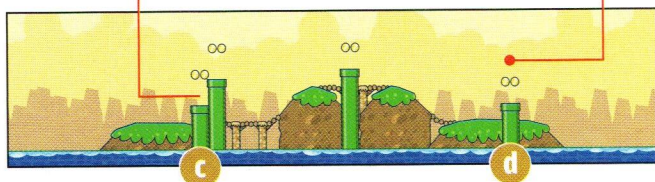
After a pleasant stroll across a Pirate Guy ship, head to the warp pipe on a sandbar to get down to business. You'll be warped to an area with several more warp pipes that will take you to separate challenges. The maps on this page will make your life a lot easier as you navigate.



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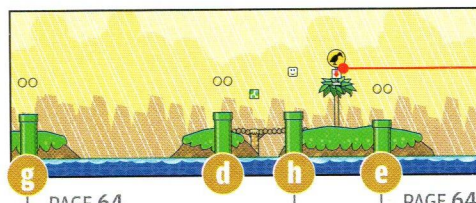
## Weed Whacking

Tread carefully when you emerge from the warp pipe. Piranha Plants seem to be everywhere. Destroy them all to earn a flower.



## Cloud Hunter

Track down and shoot a sequence of Winged Clouds to make a flower appear.



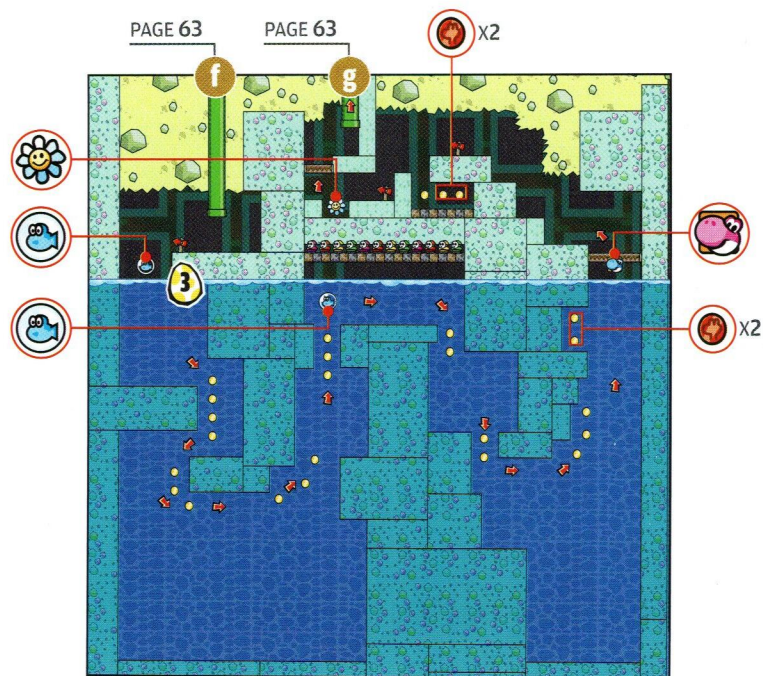
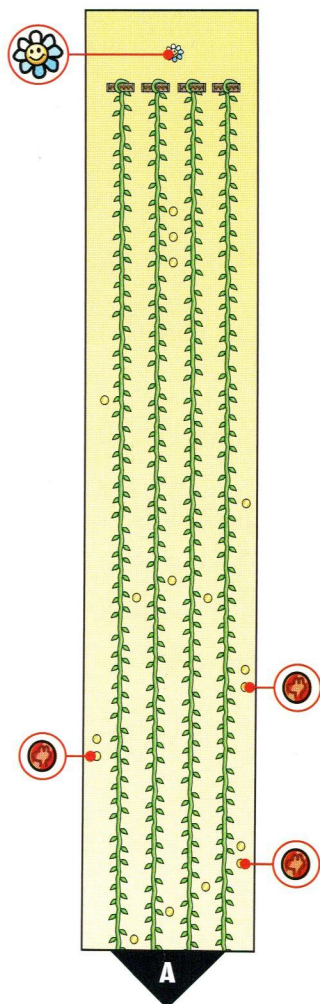
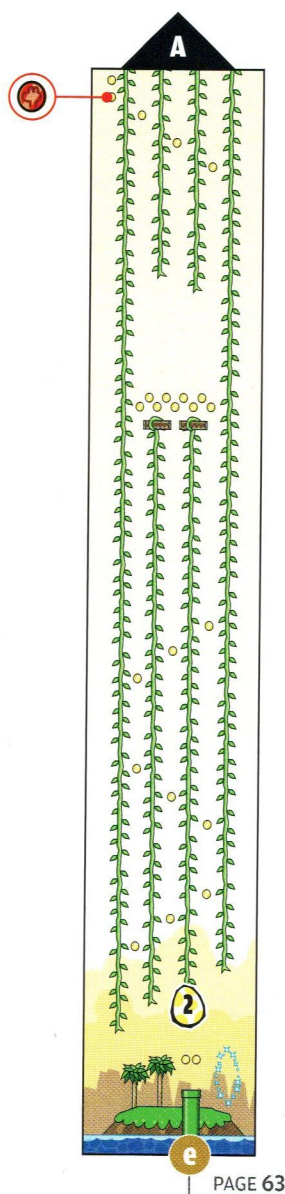
PAGE 64

PAGE 65

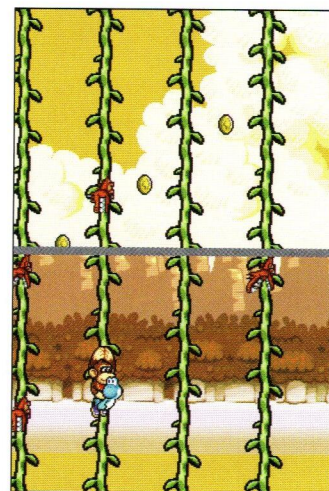
PAGE 64







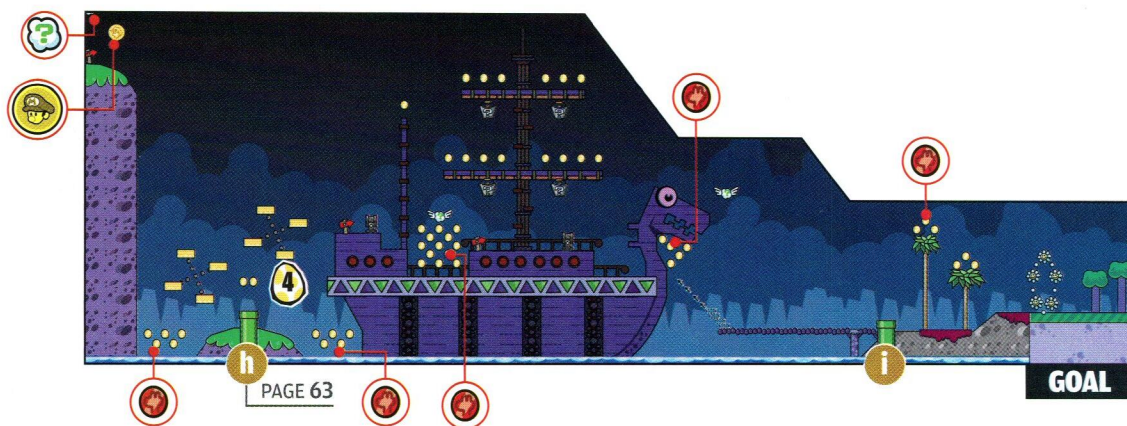
**2** Take Baby DK up a long set of vines to claim a flower at the top. It would be an easy enough task, if not for the steady flow of Snap Jaws streaking down from above. Climb slowly, and move between vines to minimize contact with the monsters. Yoshi's tongue is the best weapon for getting rid of them.



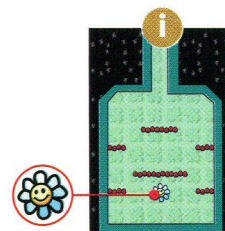
**3** Take a little dip in a sunken chamber as a Yoshi submarine. Your steering isn't very responsive, so keep your course as straight as possible and drift into coins on tight turns. Avoid Cheep Cheeps—if you touch them, they'll make you spin out of control. A successful voyage will yield several red coins, a flower, and a 1-Up.







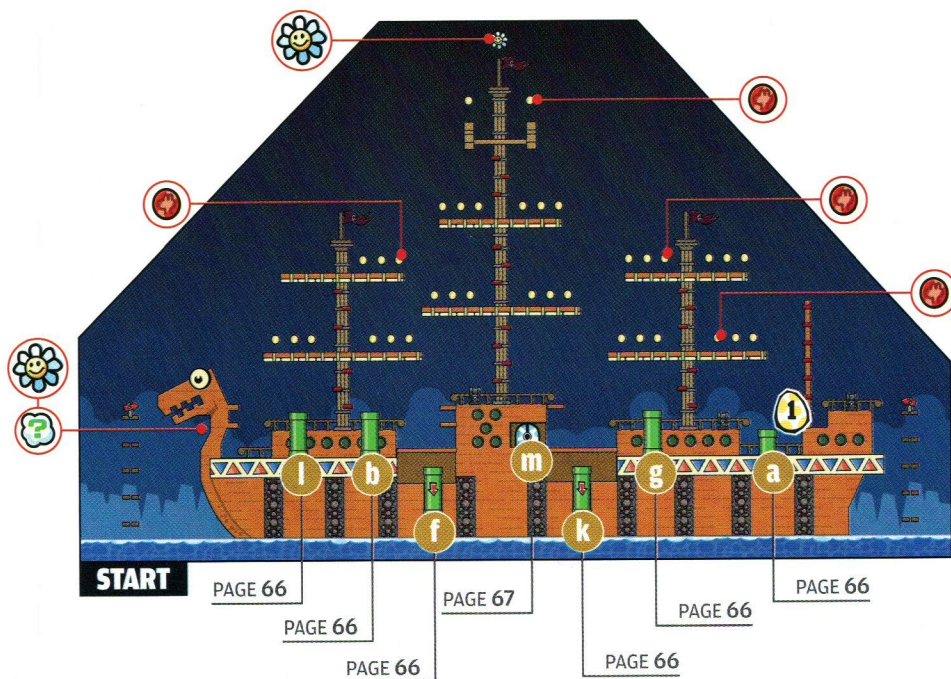
**4** You must have been exploring for longer than you thought, because it'll be nighttime when you return to the level's starting area. The goal ring will be waiting for you where you started. Watch out for the Boss Bass again.



# world 3-4

## bessie bass's battleship

**Time to hit the deck again. Hit a few enemies too, while you're at it. It'll toughen you up for the fight with a big nasty fish below deck.**



**1** Head down the pipe on the far right. Once below, you can try to flutter across a dangerous pool to reach the flower, but the best (and safest) approach is to bank an egg off the ceiling. A helpful arrow will show you the correct angle for your shot.





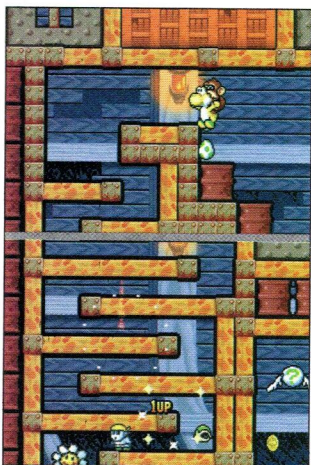
2

Conserve eggs by spitting Koopa Shells at the Crabbles in your way—you'll need ammo for the Winged Clouds. Collect a red coin then exit through the door on the bottom level.



3

Play some Koopa pachinko: spit a shell down the top of an otherwise-inaccessible maze. It will bounce through the narrow passages and eventually reach a flower at the bottom.

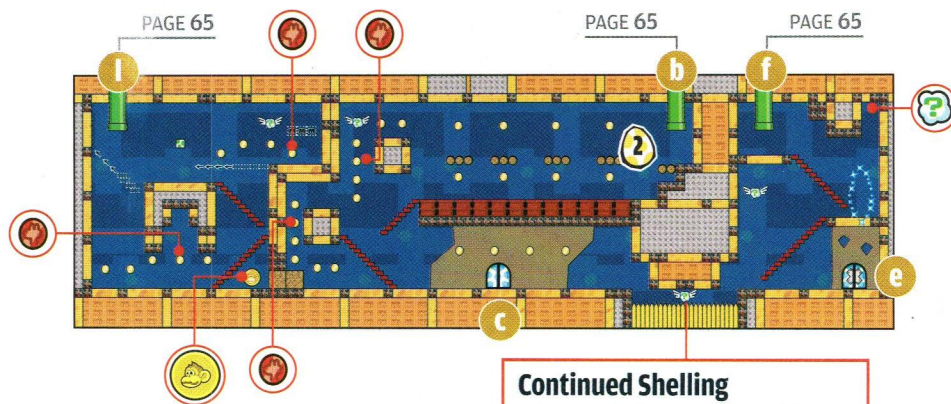


4

Push the metal crate then climb it to access the flower pot on a higher platform. Push the pot over the edge to break it, then grab the key that was inside it.

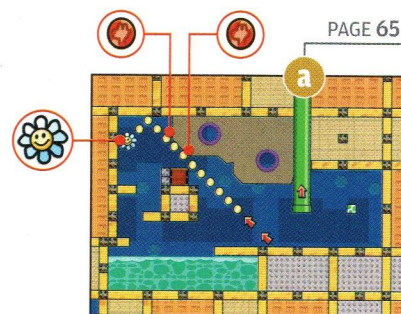
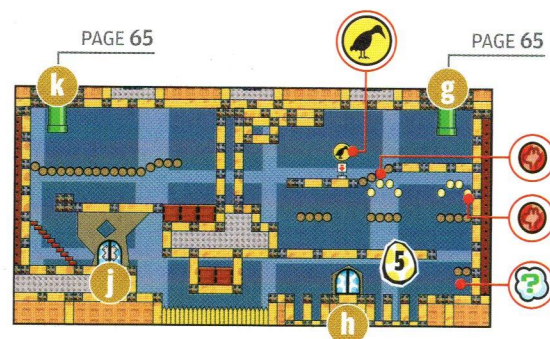
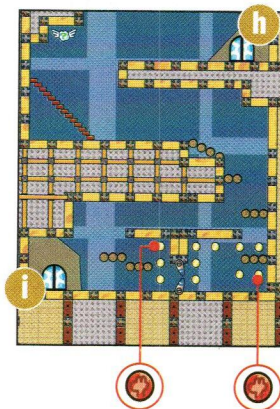
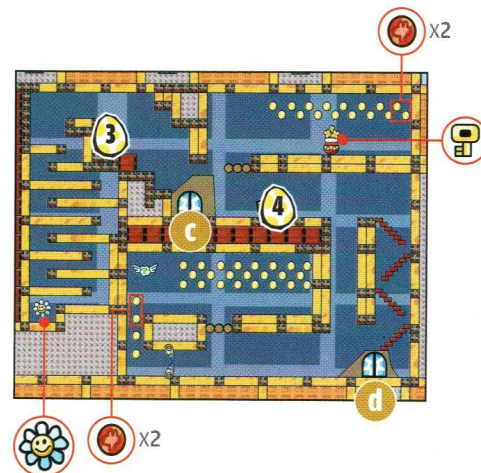
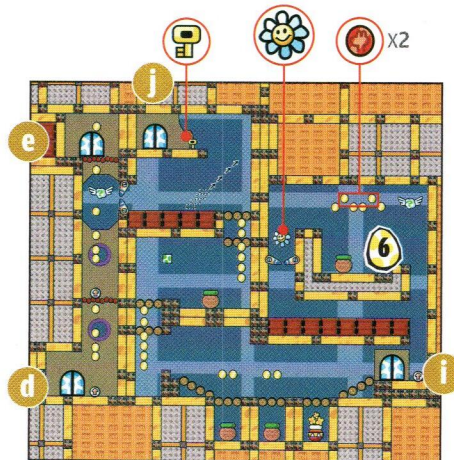


You aren't finished with that crate just yet. Push it to the lowest level and stand on it to leap up to a coin-filled enclosure.



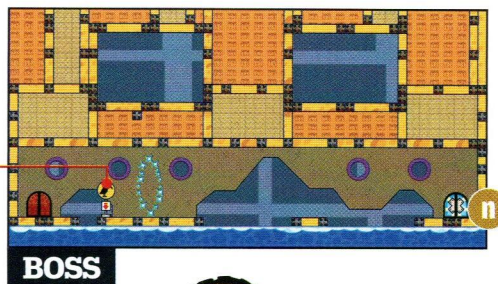
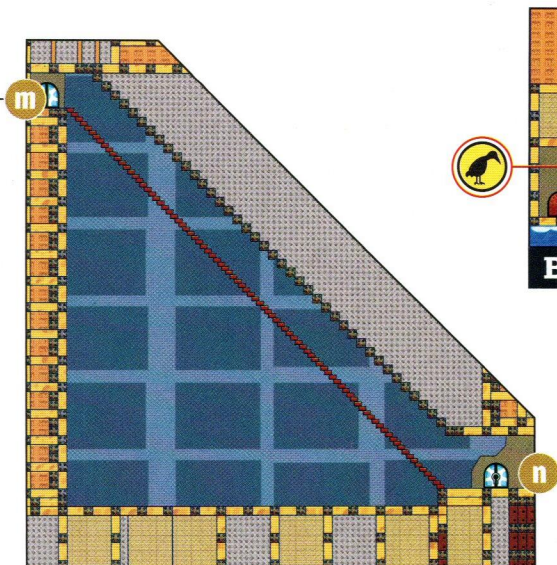
### Continued Shelling

Spit Koopa Shells across the top of the spiked pit to hit the Winged Cloud.





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5

Use Yoshi's tongue to stack the three Tap-Taps into one pile, then hop over them to reach door h. Watch out for the bandits in the next room. Use either ground-pound attacks or Baby DK's dash attack to eliminate the annoying baby thieves.



6

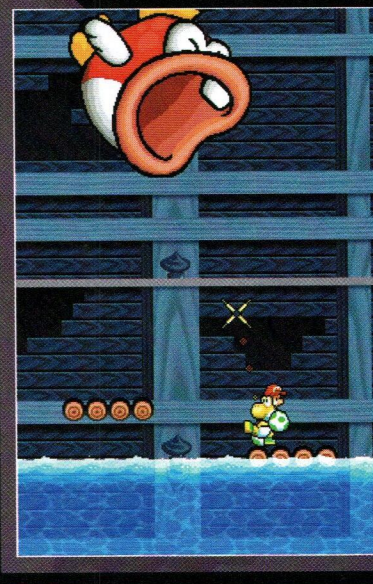
Bounce off the spring ball to reach the ledge, then shoot the Potted Ghost with an egg to tip its pot over. When you jump onto the bottom of the pot, the ghost will pop out and push you to the ledge overhead. You'll use this trick again later to access more ledges.



## BOSS

### Bessie Bass

Beating Bessie demands that you patiently dodge her attacks while keeping your aiming reticle pointed straight up. When the boss jumps into the air, stand on a platform beneath her and fire into her mouth as she dives. If you need to replenish your ammo supply, slurp up eggs and Pirate Guys that drop onto the floating platforms at regular intervals.

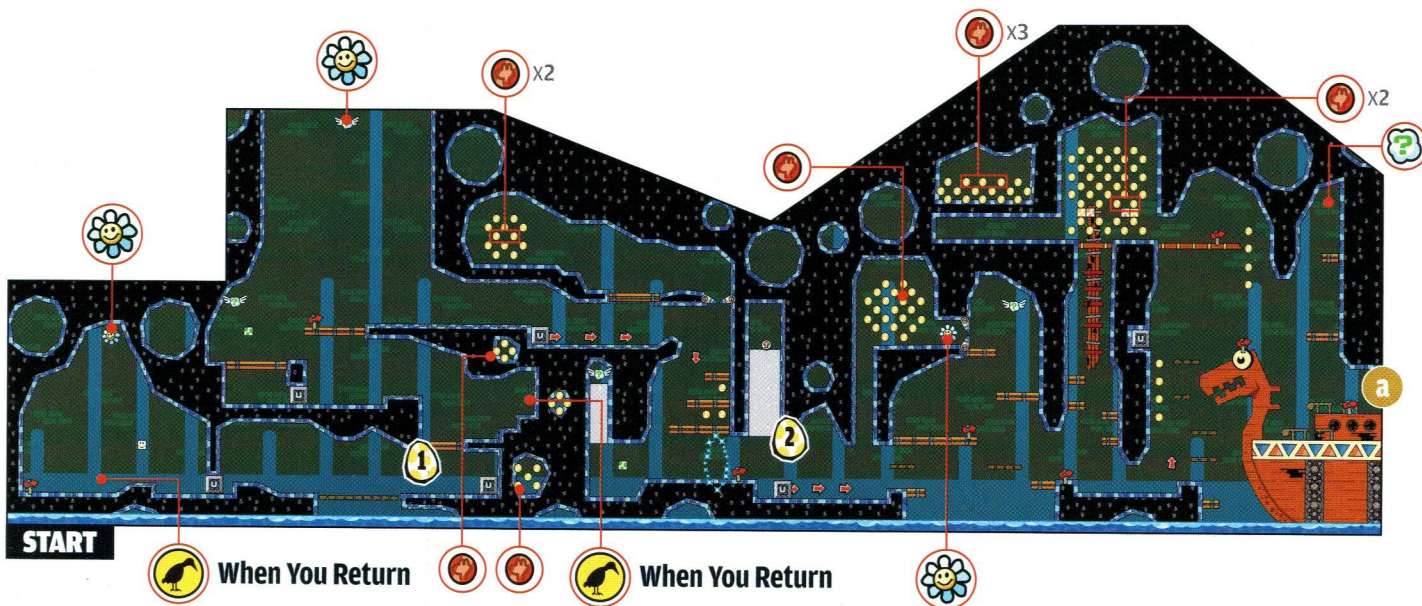




# world 3-5

heeeeeere's wario!

Some people are born with natural magnetism.  
Other people are born greedy, and carry a magnet  
with them to steal coins.



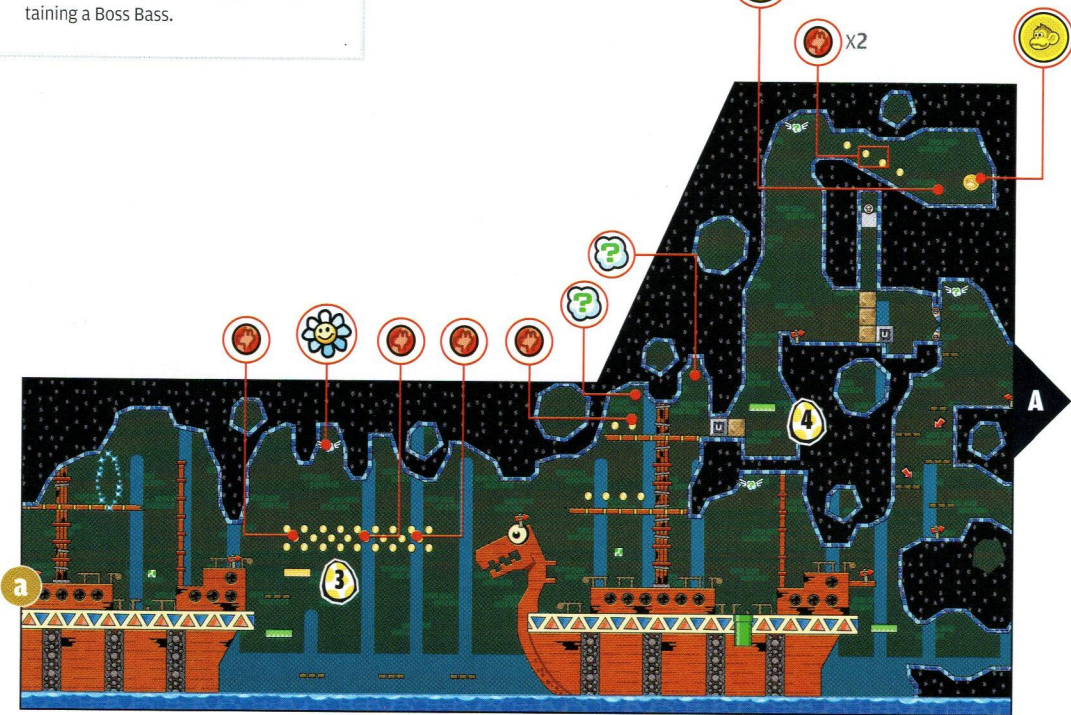
**1** Baby Wario's magnet is handy for more than just coin collection. Use it to pull metal boxes under high platforms. You'll need to repeat the process several times to work your way to the top of the cavern.

**3** Ride the yellow platform to collect coins on the way to a second ship. Just remember to jump before the platform leaves its invisible track and falls into a pool containing a Boss Bass.

**2** Don't excavate the spring ball until you move the metal crate into position beneath it. Once the spring ball lands on top of the crate, you can pull the crate under a vertical passage then leap up to a flower.

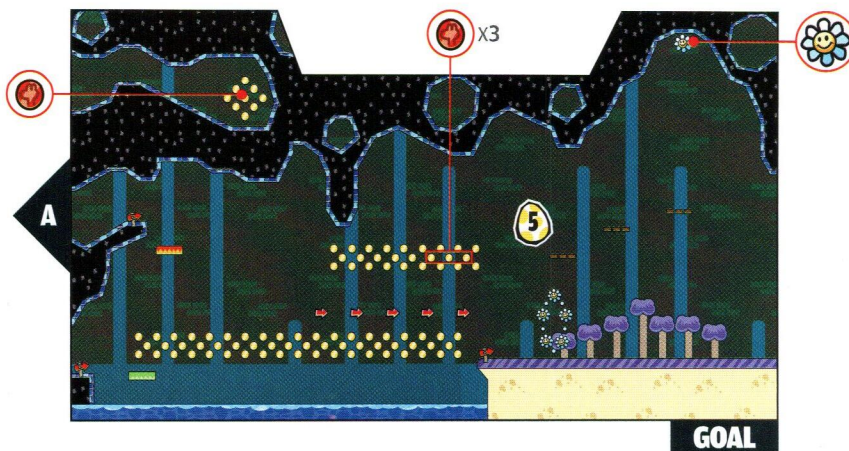


## When You Return





**4** Use your magnet to pull the metal crate away from the stone block, then smash the block with an egg. Repeat the spring-ball-on-the-metal-crate trick, then bounce up to the red coins. When you return to the level a second time, a Stork Stop will appear near a Baby DK Coin.

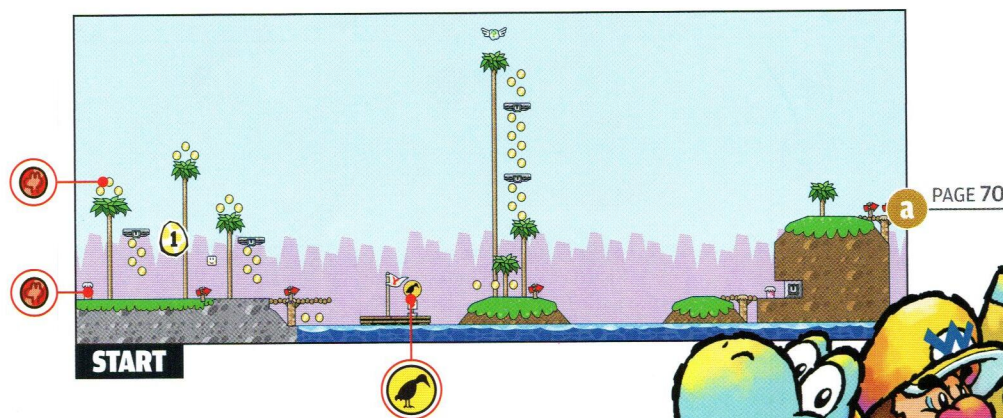


**5** Ride another yellow platform until it begins to fall, then jump up to a ledge. Work your way up the small platforms as high as you can go, then toss an egg to collect the flower above you.

# world 3-6

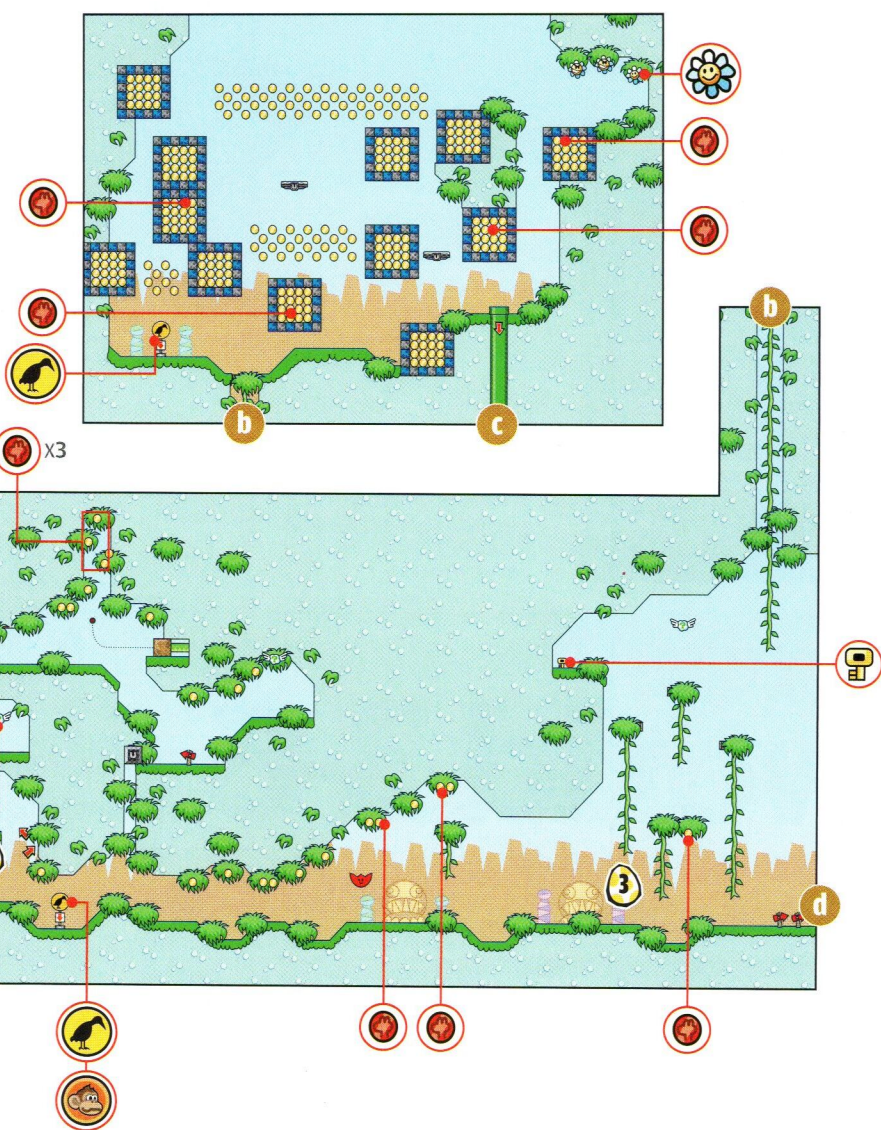
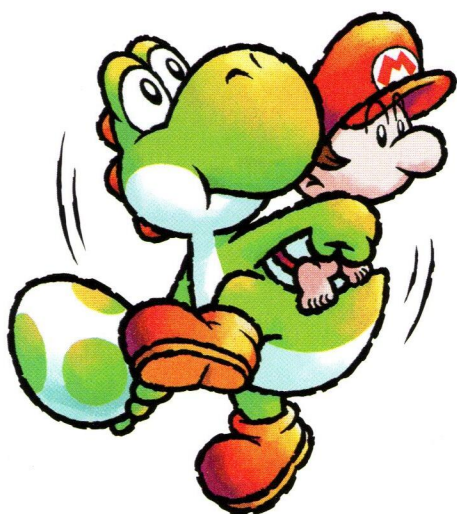
use the magnet to get rich quick!

Most parents instill a strong work ethic in their babies to help them succeed in life. Those parents obviously don't own powerful magnets.



**1** Baby Wario's magnet can pull down hovering metal platforms so Yoshi can jump aboard them. When released from the magnet's control, the platform will snap back to its original position. If you pull the platform down far enough, the force of the retraction will give you enough momentum to leap high into the air. The magnet also pulls hidden coins out of trees.





**2** Hitting the Winged Cloud that's nestled against a cliff wall would be tough if not for some helpful red arrows. Two well-placed eggs will earn you a flower.



**3** You'll need Baby DK to get up the vines to a key and a Winged Cloud, but Baby Wario will steal the show (and many, many coins) after you ascend to a treasure trove of coins. As you did earlier in this level, use the momentum of the metal platforms to throw yourself onto high ledges.





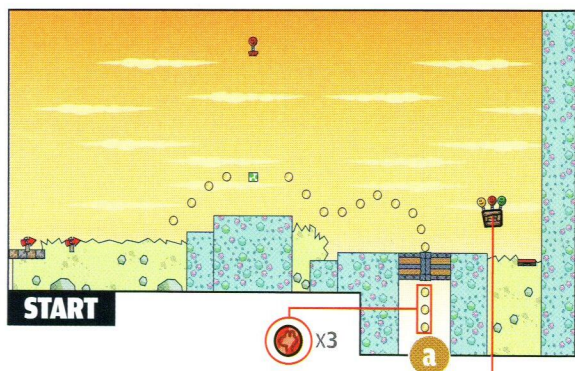




# world 3-7

## tap-tap's sunken cave

Yoshi has escaped from tight spots in the past, but they weren't as tight as the spots between giant moving blocks in World 3-7.

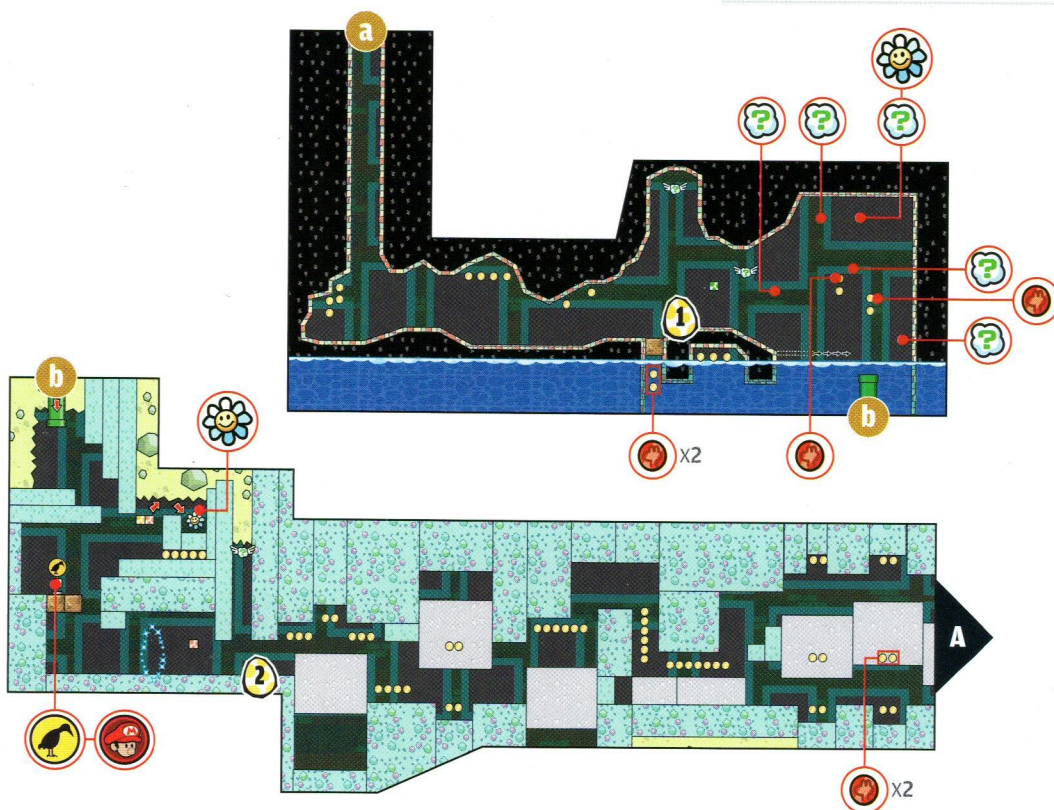
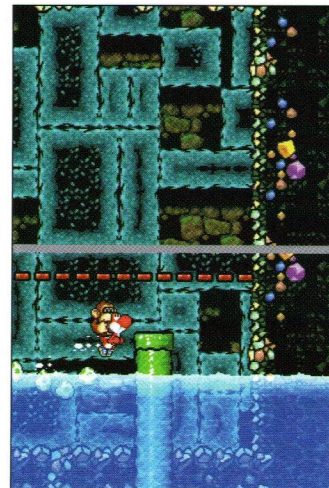


### Crate Expectations

Pop the balloons that are holding a crate aloft, then ground-pound the crate to release some stars. Stomp the switch on the ground to open the doors over a pit, then jump into the pit before the doors close.

1

Toss an egg at the Winged Cloud near the start of the water to reveal a switch. After you stomp the switch, a bridge and several Winged Clouds will appear. Shoot all of the clouds to collect their items. The cloud on the far right lowers the water level beneath the bridge. Ground-pound the cracked block to access the water below the bridge, then head for the warp pipe.



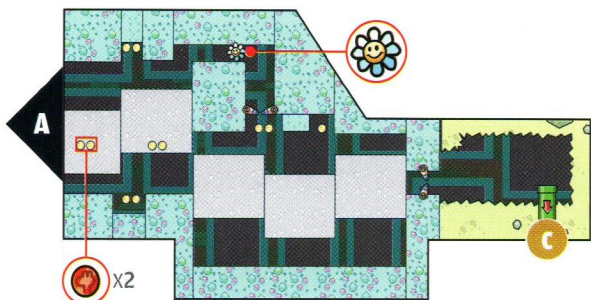
2

Switch to Baby Mario before you brave the moving blocks—you'll need his speed to make it to the exit flippers. Time your dashes from block to block so you can pause in the narrow, coin-filled gaps.



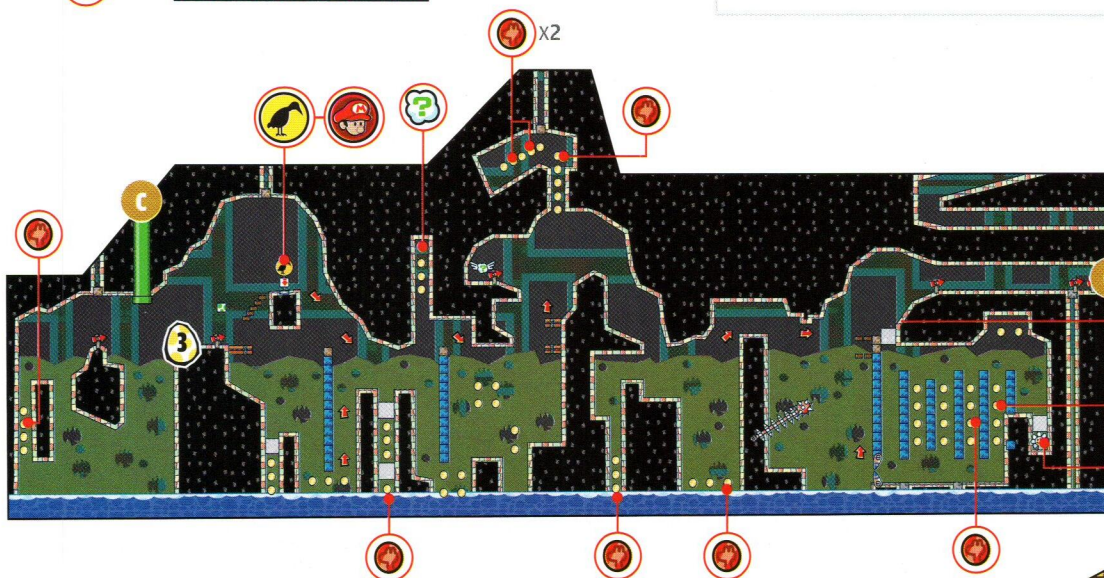
Toss eggs to pick up hard-to-reach coins between the blocks. You don't want to spend much time jumping around in this deadly area.





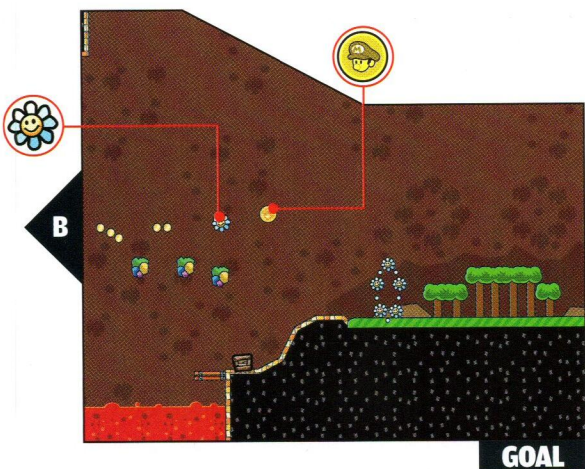
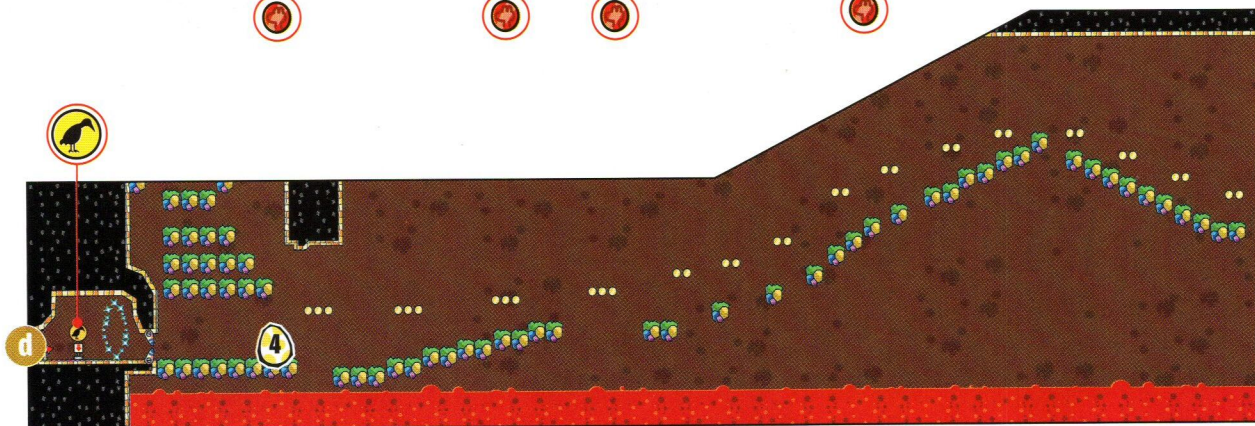
3

Drop into the underground tide pool, then swim left to ascend on the water's surface through a coin-filled tunnel. Make haste through the coin-rich area—you'll need to use the rising and falling tide to access the coins, and the water will stop moving eventually. When it does, you'll have to leave any unclaimed coins behind.



### Running Taps

A waterfall of Tap-Taps is pouring down near the tide pool area's exit. Jump between them to avoid discomfort.



4

A Super Big Tap-Tap will be on your heels as you scramble toward the goal ring, but don't panic and use Baby Mario's superspeed. Fast running may actually slow you down on the steps and screw up your timing on the big jumps. Instead, run at normal speed—even though it will mean a very narrow gap between you and your pursuer. Leap at the end to grab a flower and a Baby Mario Coin.





# world 3-8

## castle of priscilla the peckish

All it will take to cure Priscilla's bad mood is a little nibble of dinosaur flesh. Or you could feed her a few eggs. We recommend option B.

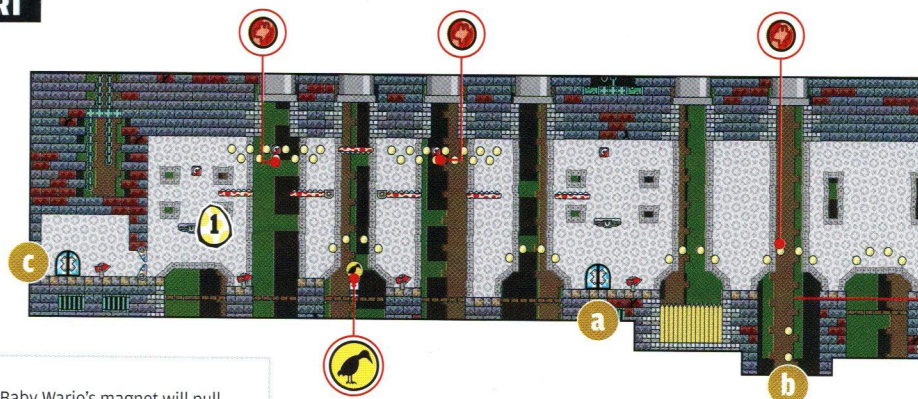


START



### Fire Bad

Toss an egg from the metal platform to collect the flower. You'll lose the baby if you try to land on the rough platforms. Jump and flutter with Baby Wario's magnet to collect the coins near the ceiling.



### The Good Kind of Chasm

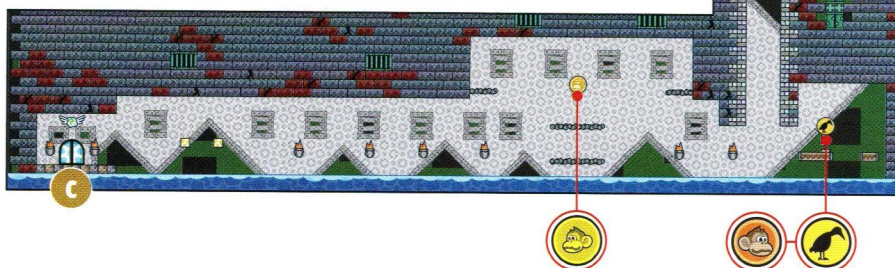
There's no reason you should trust a gaping hole in the ground, but go ahead and jump in. When you hit bottom, switch to Baby DK to collect the Baby DK Coin.

1

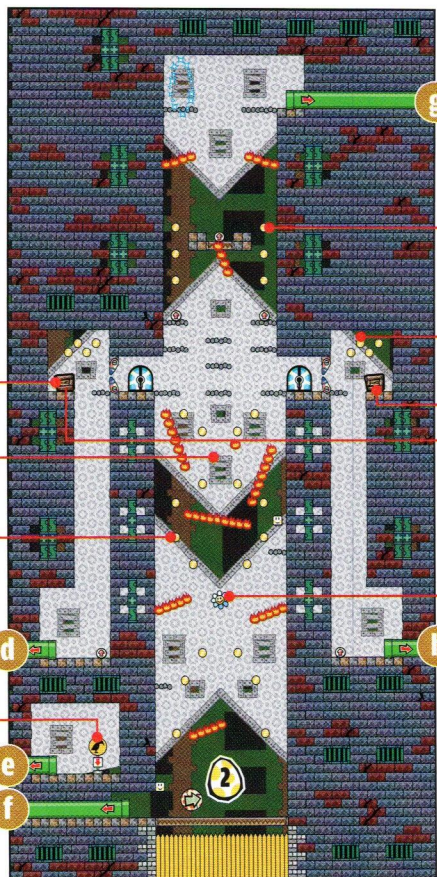
Baby Wario's magnet will pull the metal platform; you can then bump the arrow block to flip the platforms so you can collect more coins. Avoid the Arrow Blocks when you jump between platforms.



Ride the donut down a short distance then jump to avoid hitting the knobby platform above you.







### Twin Pleasures

Smash the crates to get keys to the two minigame rooms. They aren't essential to completing the level, however.

2

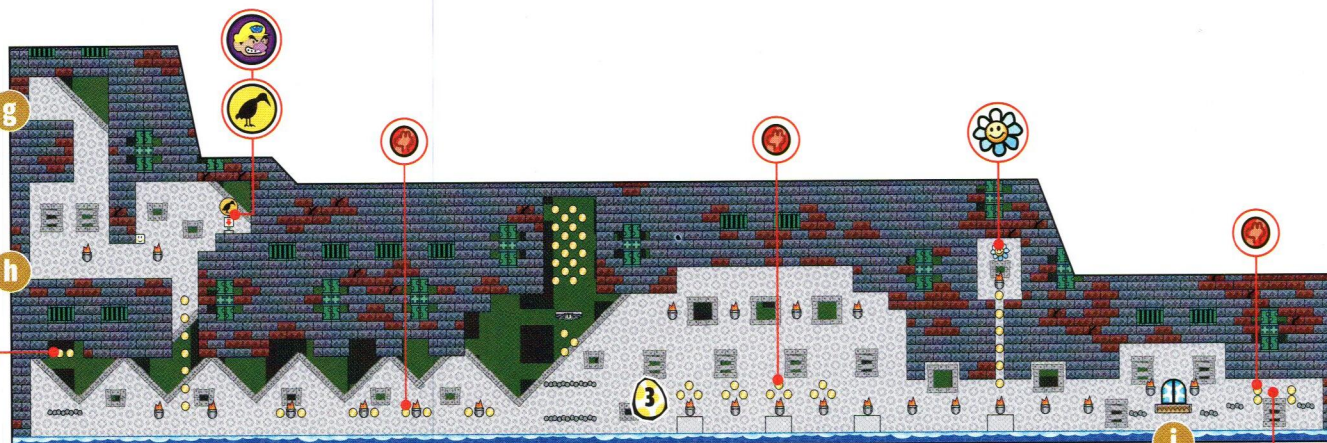
You have two options for ascending through the room: use Baby Peach to ride the wind, or jump on the arrow wheel and ride it up to warp pipe g. Watch out for the spinning rows of flame.



You can eat the wheel then spit it back out when you need it!

3

Slurp up Goopy Goons as you swim across the chamber. The biggest threats here are the Wall Lakitus that bomb you from above. Try not to get stuck next to a block, or the Lakitus will have time to target you. Jump onto the last block, aim an egg straight up, then shoot the flower.



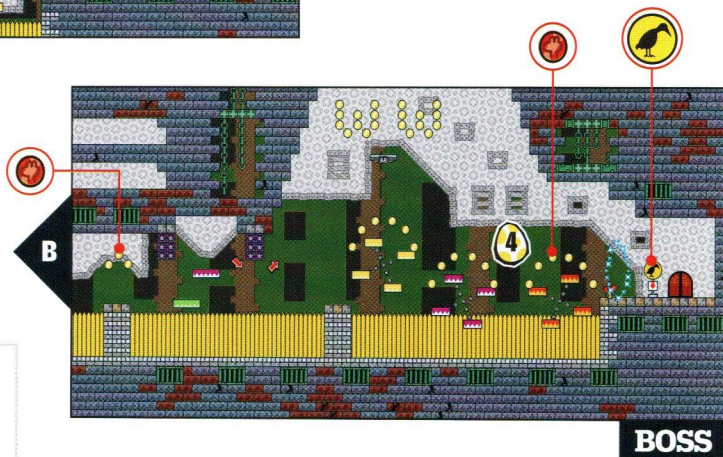
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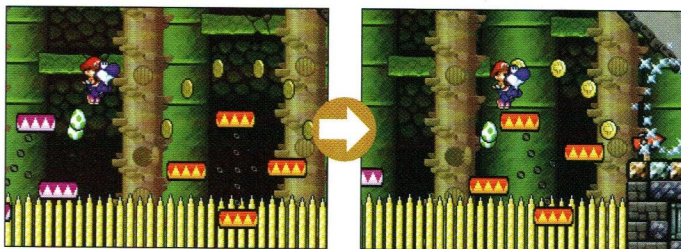


## Spike Smasher

Use Baby DK's exploding eggs to clear away spike blocks that obscure a couple of Winged Clouds.



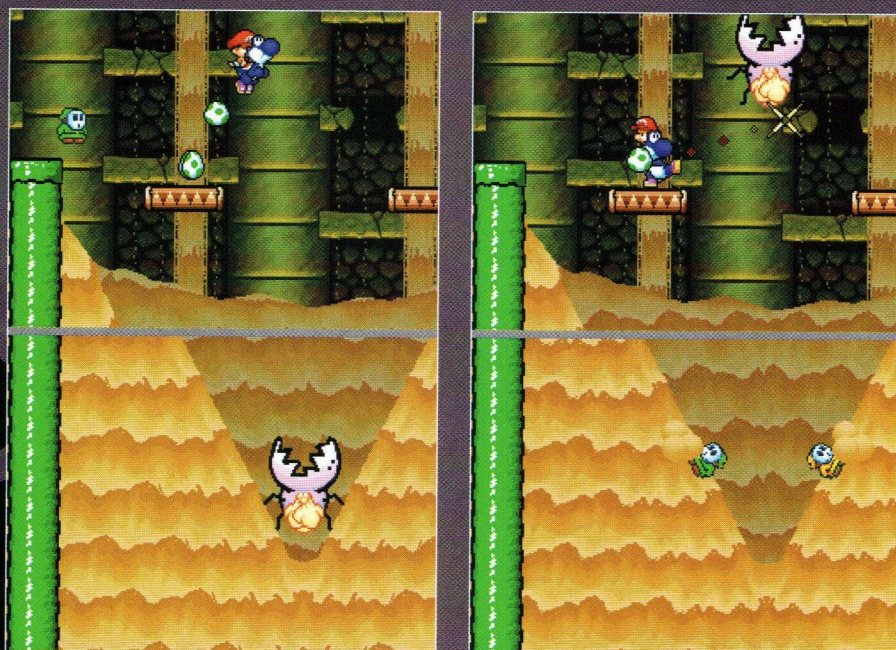
**4** Three sets of revolving platforms will keep you above the spikes on the floor—if you jump fast enough. The platforms spin at different speeds, so adjust your jumping accordingly. Flutter as much as possible to grab the red coin near the safety of the ledge.



## BOSS

### Priscilla the Peckish

You'll need some live bait to lure Priscilla out of her sand pit; a little dinosaur should do the trick! Jump and flutter between the small platforms above the pit, but don't linger too long above the hungry boss: she'll leap up to try to chomp you. When she makes her move, shoot her with an egg—three hits will finish her off. If you need ammo, slurp up the Pokeys Priscilla spits at you or the enemies that pop out of the warp pipes.



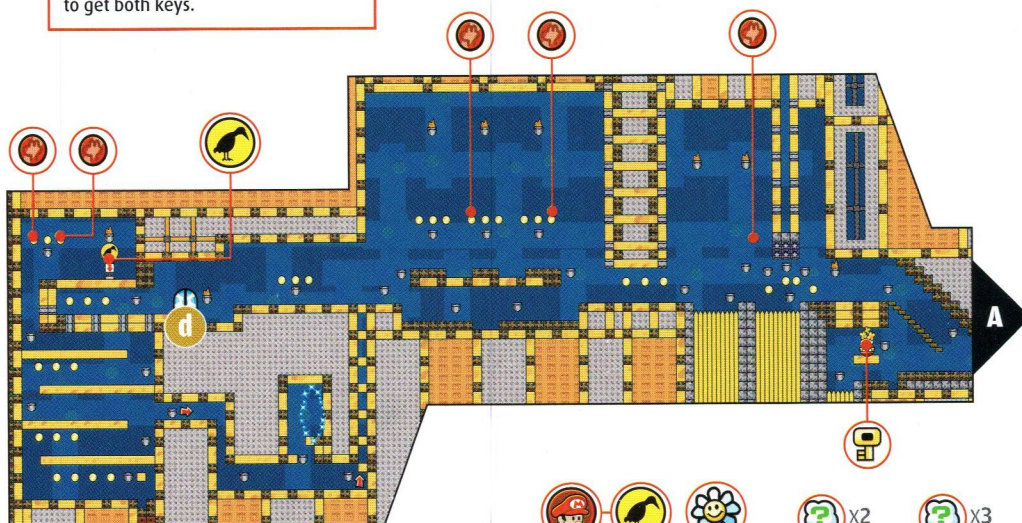


**Tread carefully through the dark—you should be OK if you walk slowly. You're less likely to be OK when you ski in the dark.**

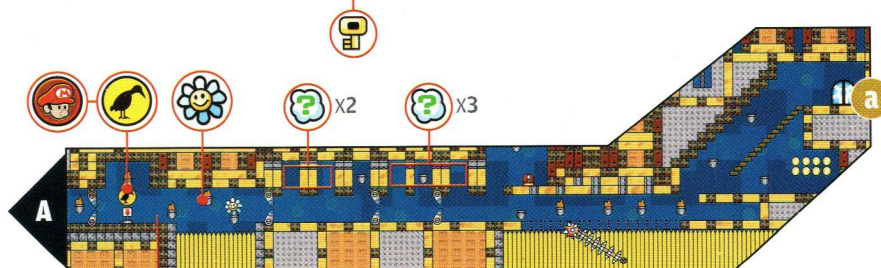


Slurp up the torches then breathe fire to destroy all the Piranha Plants in the room. Once they're gone, a flower will appear.

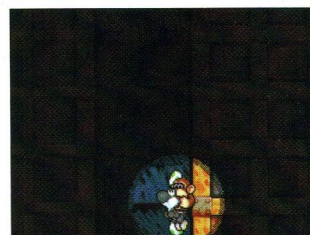
You need to find the two keys that are necessary to exit the castle, so start wherever you like—just be sure to get both keys.



Use Mario's speed and a quick flutter to get you across the spikes. Its a long jump, but you will make it. Barely. Then hit the switch and race to safety.



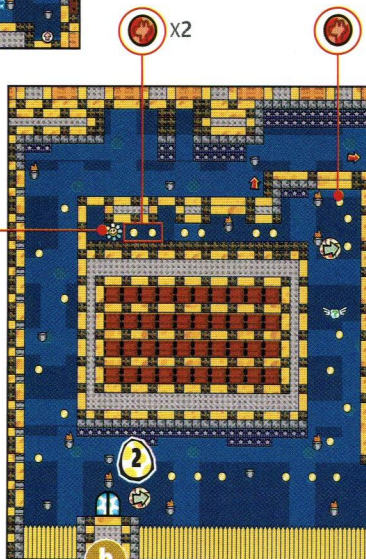
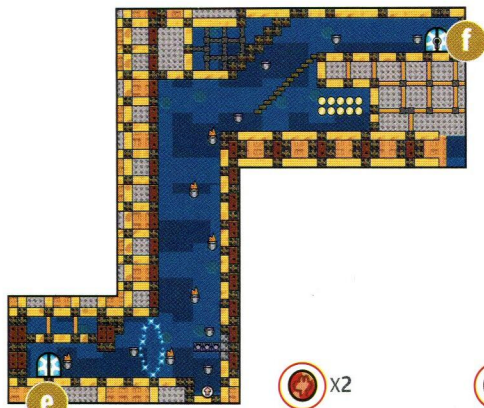
**1** Toss an egg straight up to knock down a spring ball that will propel you to another ledge. From the ledge, shoot down a second spring ball to propel you up to a flower and some coins.



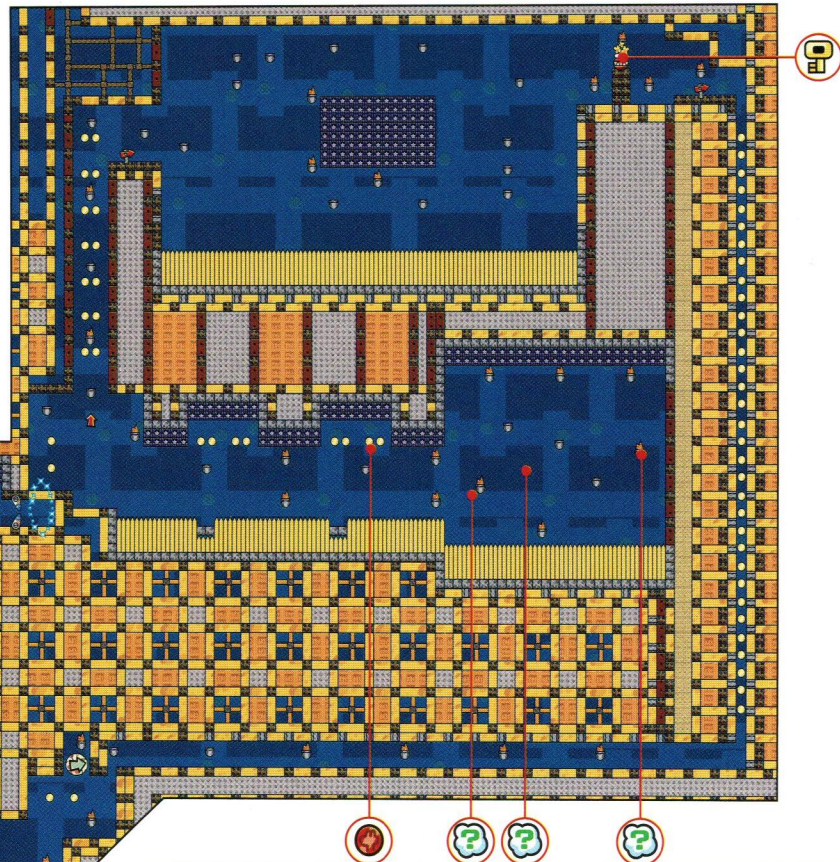
You won't be able to see much, but—trust us—the flower and the coins are up there.



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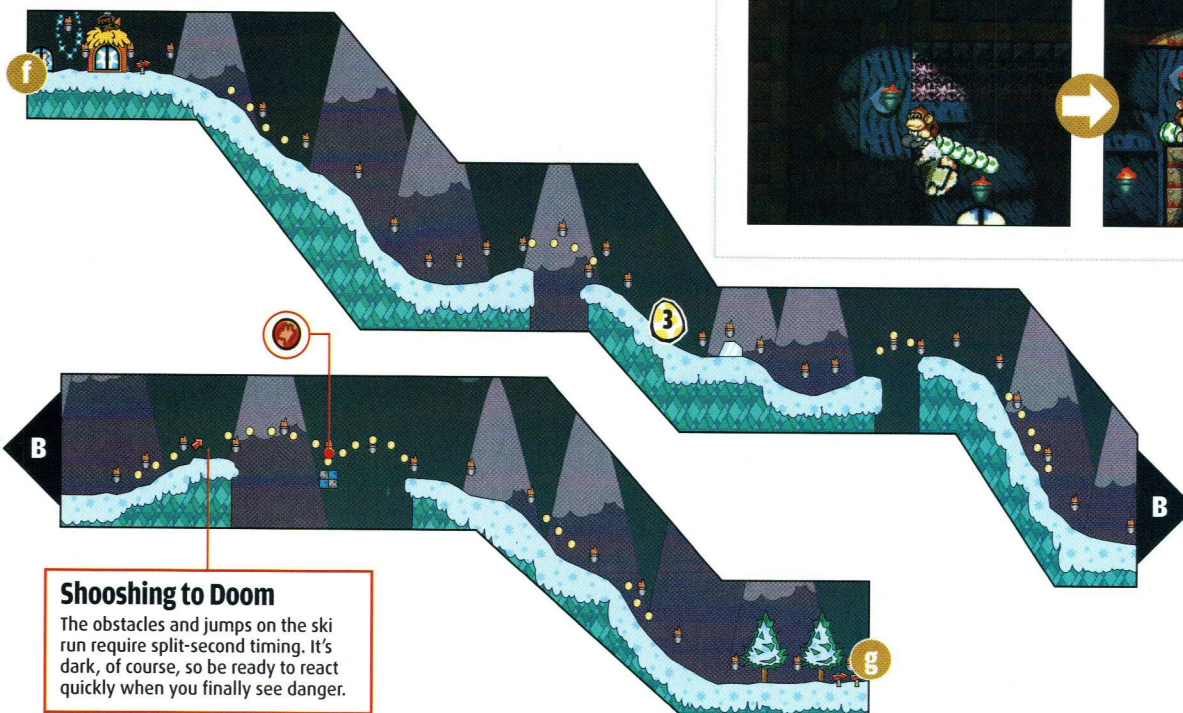
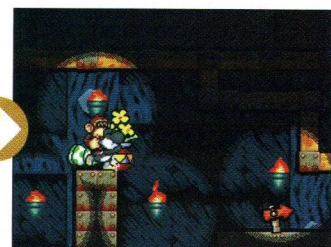
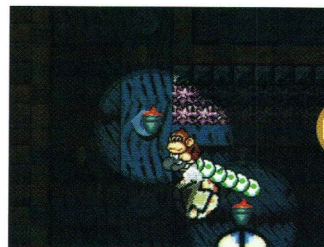


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2

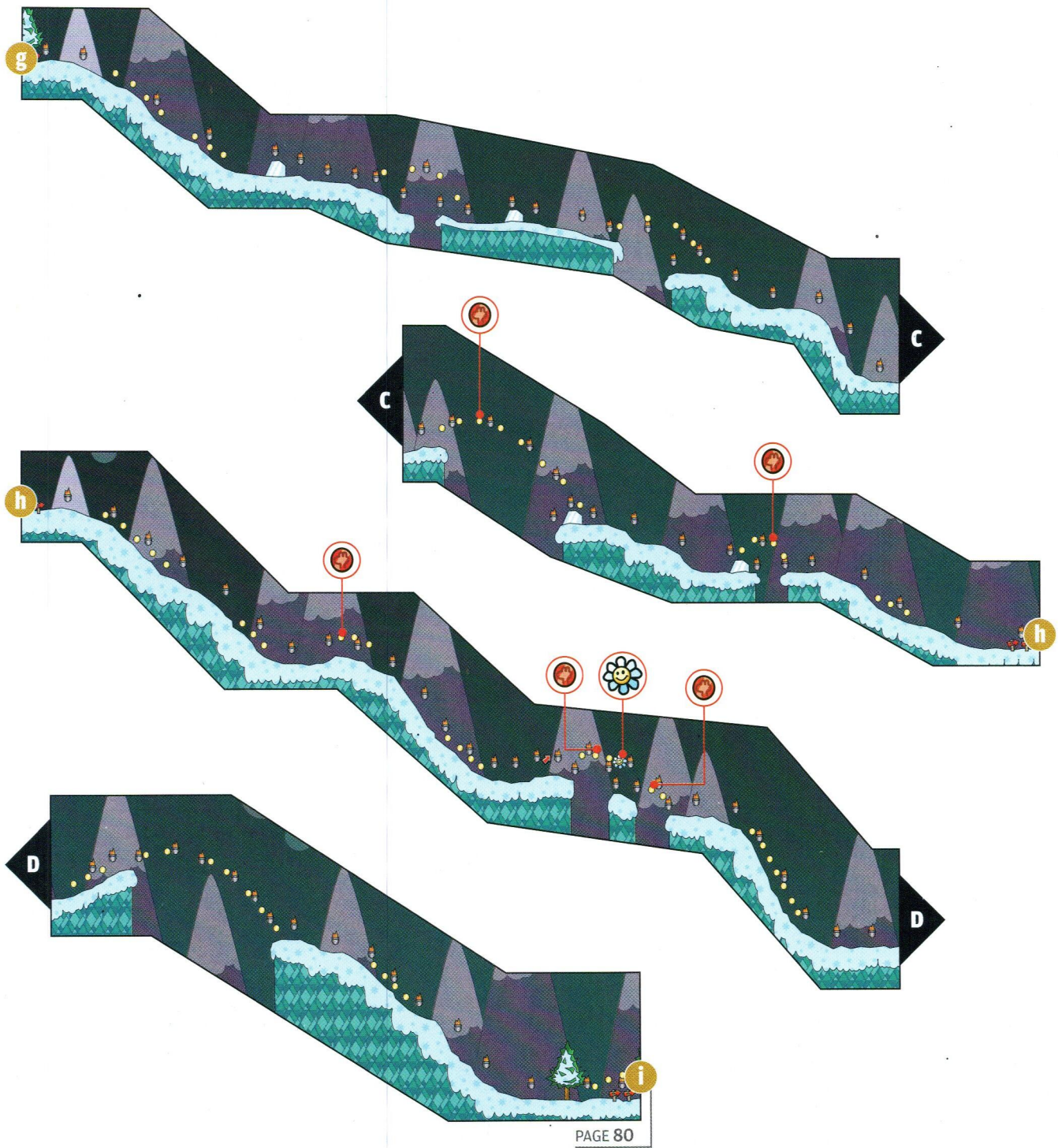
Navigate the darkened passageways atop a moving arrow wheel. Be very careful to avoid the deadly spike blocks on the walls and ceilings as you collect coins. When you reach the upper-right corner of the enormous room, hop off the wheel and break the flower pot to get the key. Drop through the vertical passage to get back to door b.



### Shooshing to Doom

The obstacles and jumps on the ski run require split-second timing. It's dark, of course, so be ready to react quickly when you finally see danger.





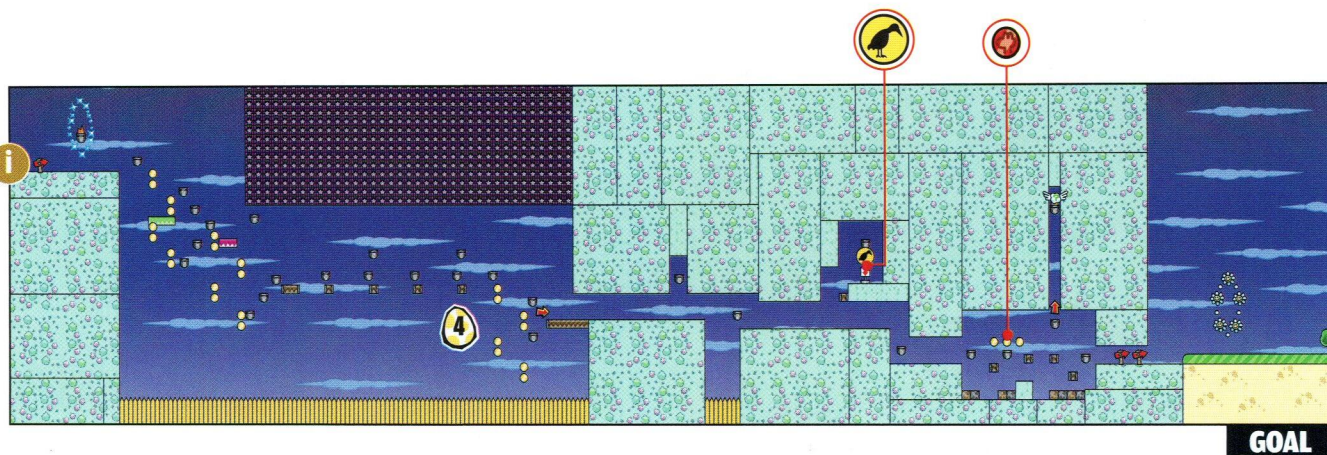
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3

It isn't quite as dark on the ski run as it was in the castle, but it's definitely more dangerous. In addition to negotiating the gaps, you'll need to execute some perfect jumps to grab items while avoiding the snowballs that come crashing down the mountain.

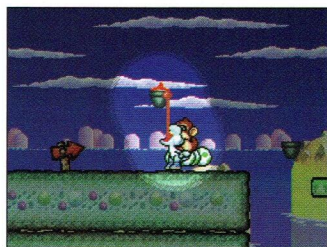






4

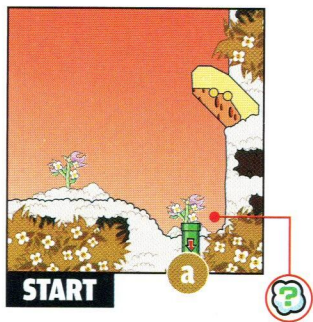
Jump across some very tiny platforms until you reach a stone passageway filled with Crabbles. If you have eggs, use them against the enemies. If you don't have eggs, slurp up some torches then burn your way through the Crabbles to the goal ring.



# extra 3

## number ball special

What would make a massive and confusing underground maze even more difficult? A number-ball scavenger hunt!



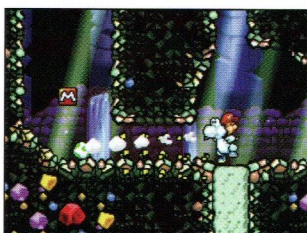
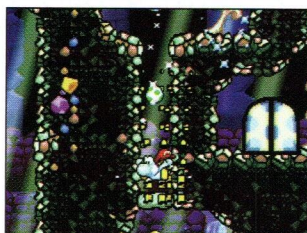
1

Enter the first door you find in the underground cavern. Grab the 1 ball then enter the door to the right of the waterfall. Shoot the ball into its appropriate hole then return to the main cave.



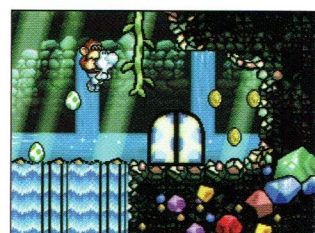
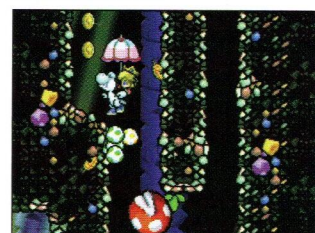
2

Ground-pound through two sections of soft stone then use an egg to smash through the soft stone in the passage on the left. Bump the M Block, release a spring ball, then bounce up the passageway to door d.

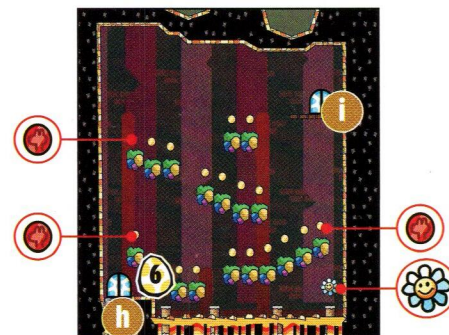
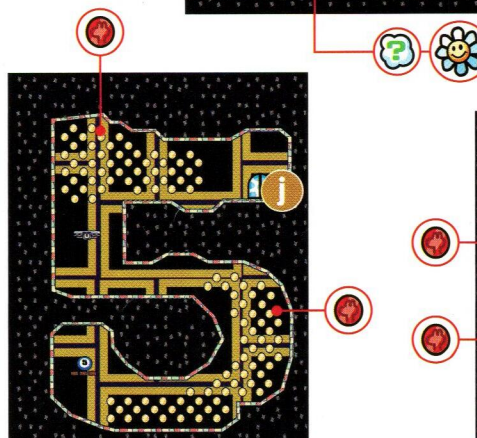
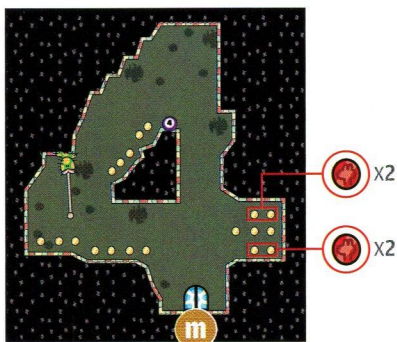
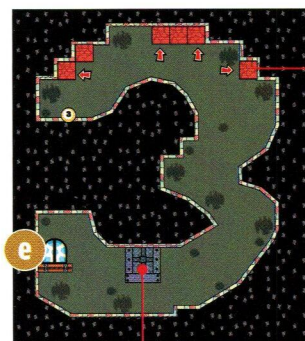
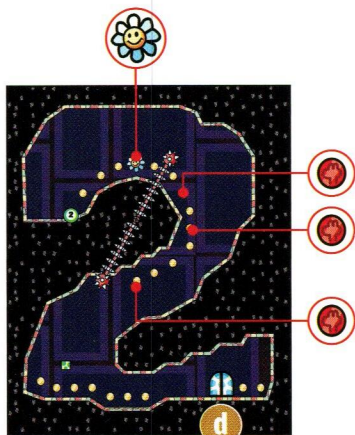
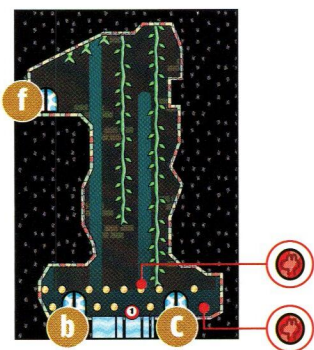
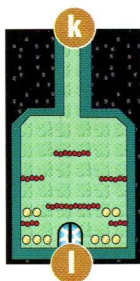
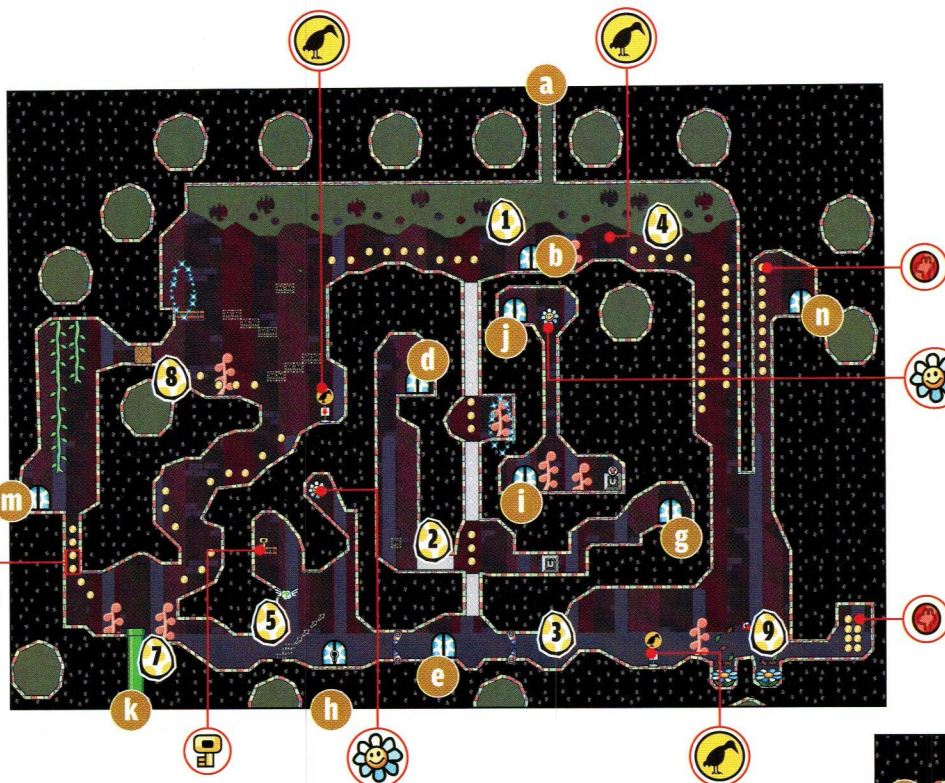


3

Grab the 2 ball and the 3 ball, then exit through the flippers before using Baby Peach to float back up to the starting point. Switch to Baby DK, then climb to door f to deliver the 3 ball.





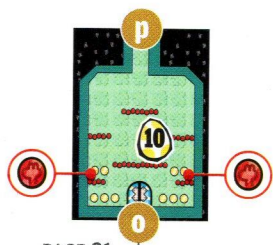


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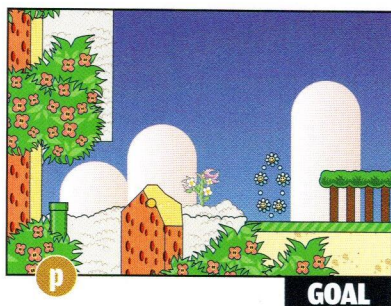
### Obvious Signage

Those arrows at the top of the "3" room aren't there for decoration—blast only the indicated boxes with Baby DK's exploding eggs to open the gate at the bottom of the room. Shoot the newly exposed space to reveal a hidden Winged Cloud that contains a flower.





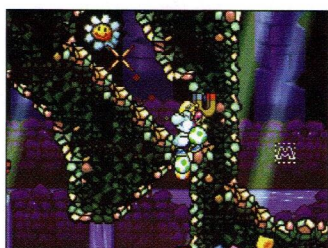
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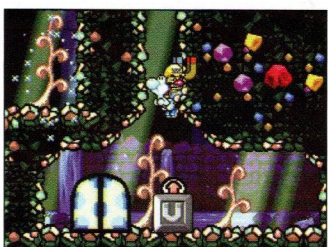
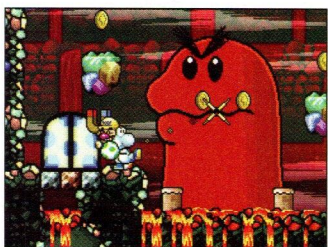
- 4** Return to where you entered the cave, switch to Baby Wario, then ground-pound through the same two layers of soft stone you pounded through before (it regenerated). Use Baby Wario's magnet to pull the metal crate out of the passageway, then enter door g to deliver the 2 ball.



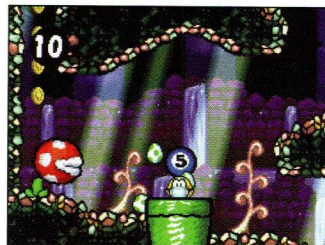
- 5** Ground-pound to the lowest passageway then go left through the flippers. Shoot the Winged Cloud to reveal a stairway that positions you to collect a flower and a key. Jump through the narrow gap then quickly fire an egg to collect the flower. Grab the key that opens door h, and use it.



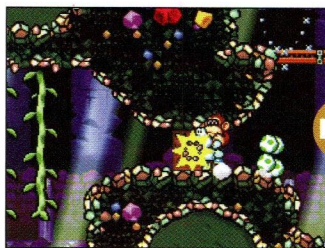
- 6** Quickly shoot the Gargantua Blargg with an egg to stun it, then jump up the platforms to reach door i. Stop on the way out to bounce an egg off the wall and into the flower. Back in the main room, use the magnet to pull a spring-ball-topped metal crate under the vertical passage. Bounce up to reach door j. Enter the 5-shaped room to collect the 5 ball.



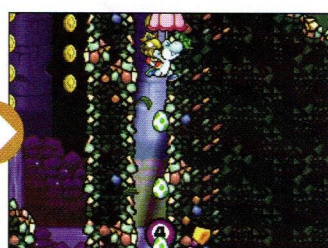
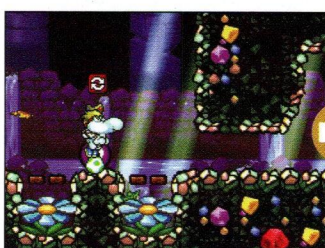
- 7** Take the 5 ball to the warp pipe near the ledge where you found the key. Shy Guys may pop out of the pipe, so avoid contact as you go down. You'll enter a bottle-shaped chamber in which you'll find door l. Enter to deliver the 5 ball to its proper hole.



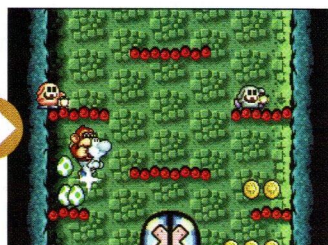
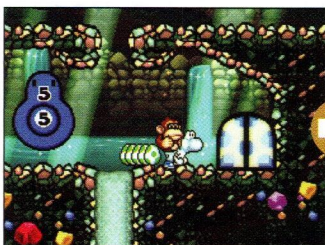
- 8** Return to the main room through the warp pipe then jump up to the Stork Stop. Switch to Baby DK then dash through the cracked stone block. Climb down the vines to door m then enter the 4-shaped room to collect the 4 ball. Climb back up to the Stork Stop to switch to Baby Mario. Use the M Blocks to get back to the top of the main room.



- 9** Ground-pound to the lowest level of the main room then switch to Baby Peach at the Stork Stop. Bump the red Arrow Block to switch power to the right flower fan, then ride the wind up to door n. Enter to deliver the 4 ball. Now all the balls are in place!



- 10** After you place the 4 ball, the stone columns in the center of the room will slide down, giving you access to door o. Be sure to collect the two red coins on the way up to the warp-pipe exit, then head for the goal ring.







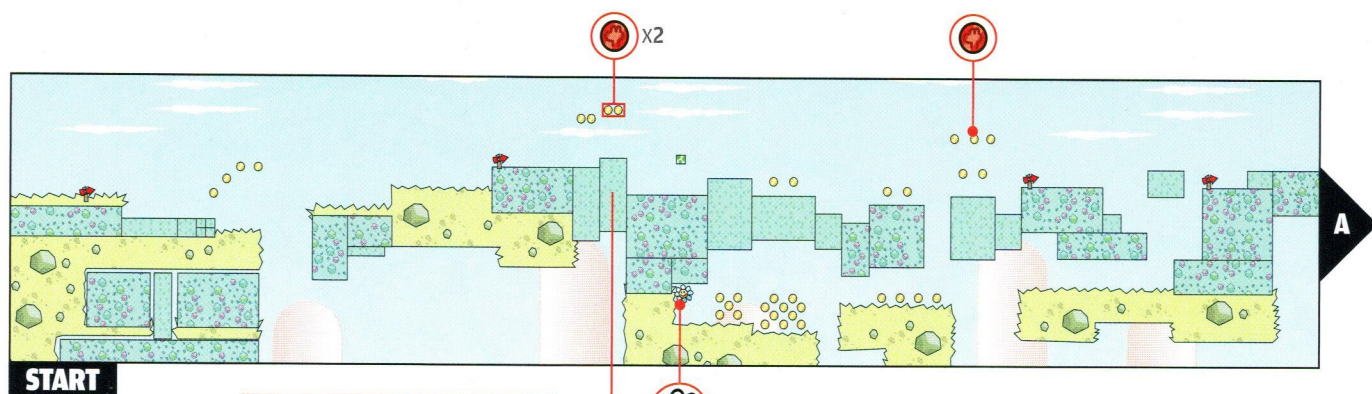
**world4**



# world 4-1

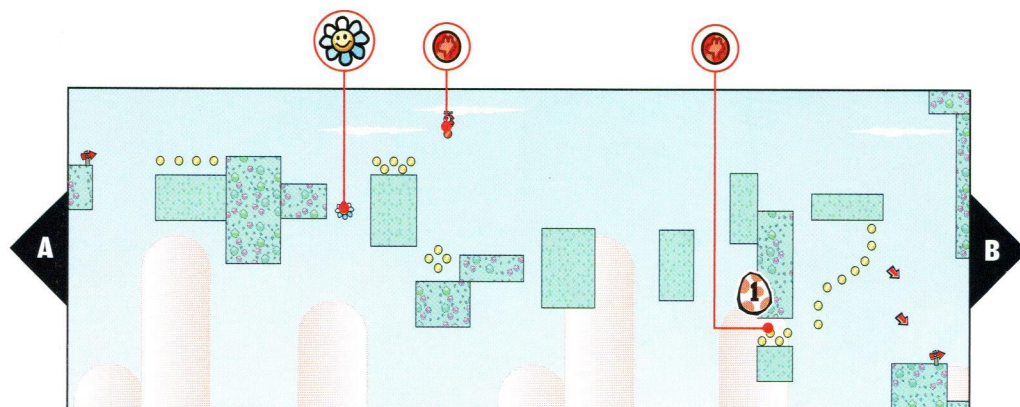
## rock 'n' fall

Rock climbing isn't easy, but usually the rocks stay put while you're trying to climb them. Ready for a stroll on terra infirma?



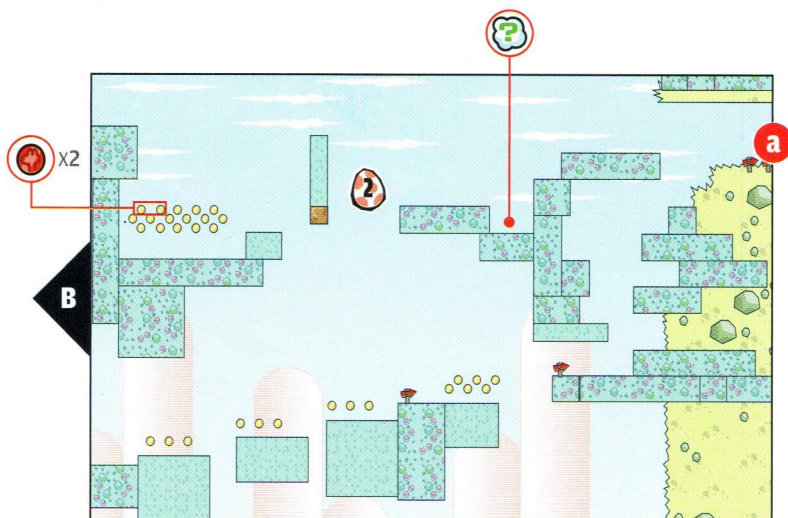
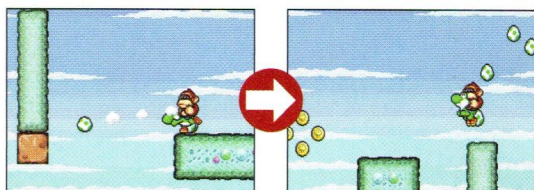
### Shaky Ground

Some of the stone blocks will shake when you step on them, then fall away beneath you.

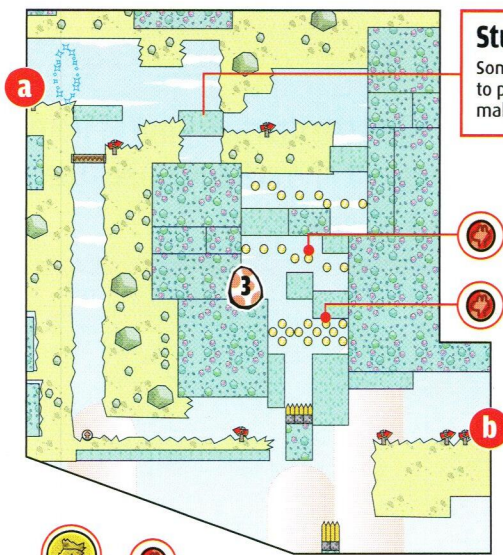


**1** A stash of coins between two vertical blocks looks like a dangerous objective, but all you need to do is ride a falling column then jump into the gap. Don't hang out there: the square block supporting you will quickly start falling, too. Jump and flutter to a ledge on the right.

**2** Zigzag between stone ledges to reach the highest block, then use Baby Mario's speedy legs to make a flying leap over a vertically oriented block to the left. If you time the jump correctly, you will make it to an area where there are two red coins. Flutter carefully on your return trip.

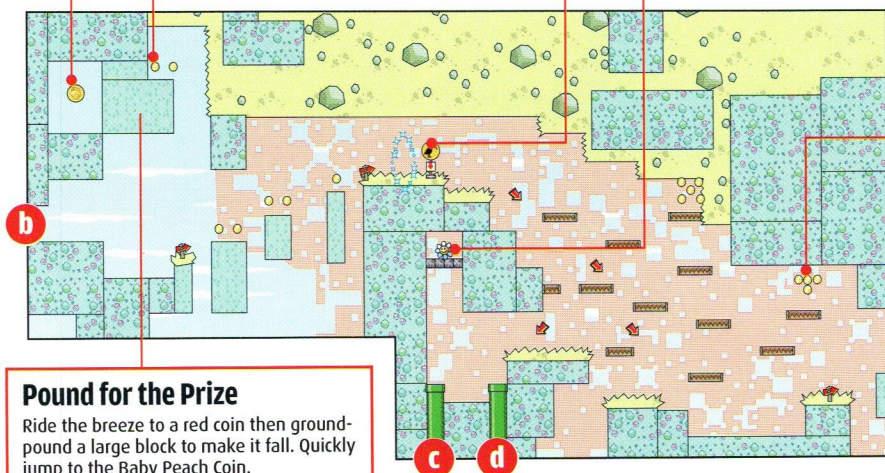
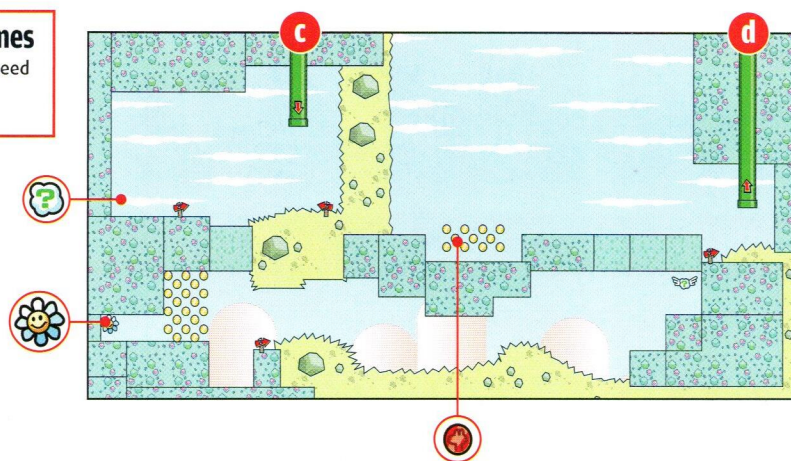






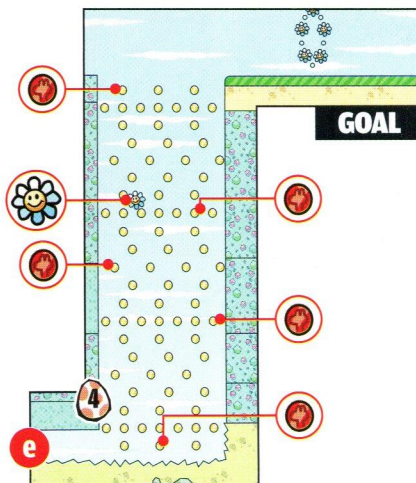
### Stubborn Stones

Sometimes you'll need to pound stones to make them move.

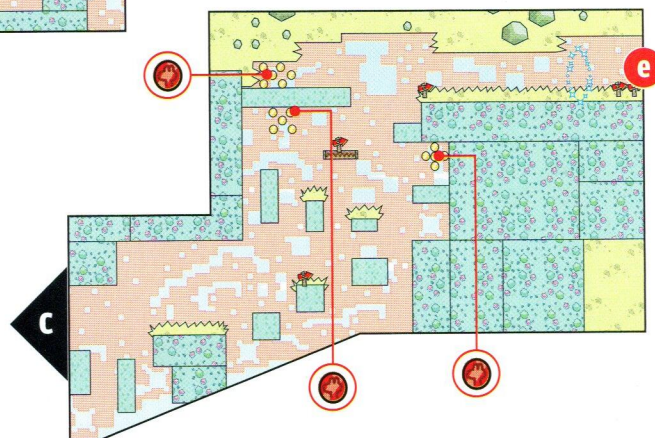
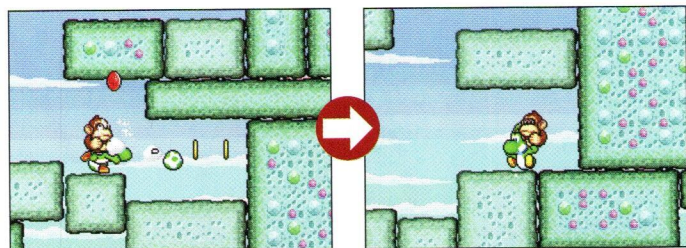


### Pound for the Prize

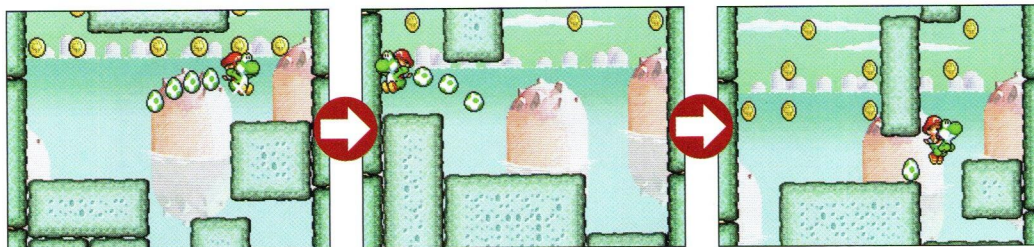
Ride the breeze to a red coin then ground-pound a large block to make it fall. Quickly jump to the Baby Peach Coin.



**3** Ride the falling block that lands on the spikes, then jump to the long falling block below a red coin. If you jump on the short block above the red coin, the block will bar your progress.



**4** Climb the falling blocks until you reach the Goal Ring. Success demands a combination of patience (as you wait for makeshift stairs to form) and perfect motor skills (when you need to slip through narrow gaps as the blocks are falling). Don't be greedy: stay to the right just beneath the flower, or the blocks will trap you on the left side of the canyon.

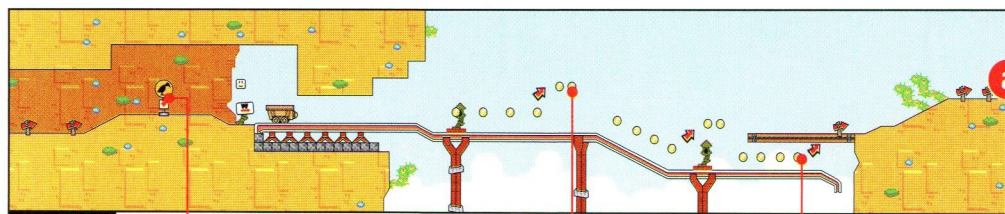




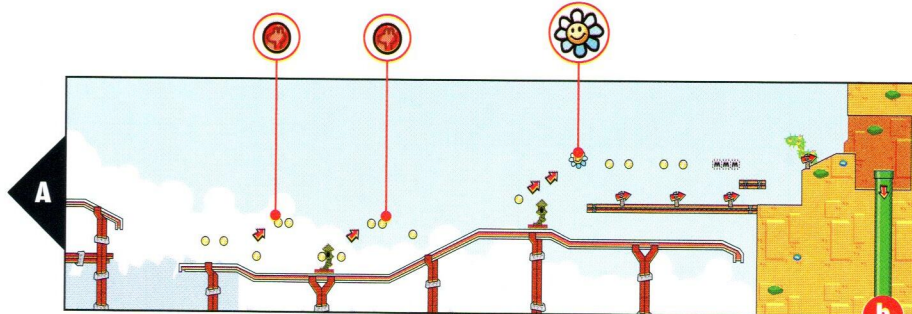
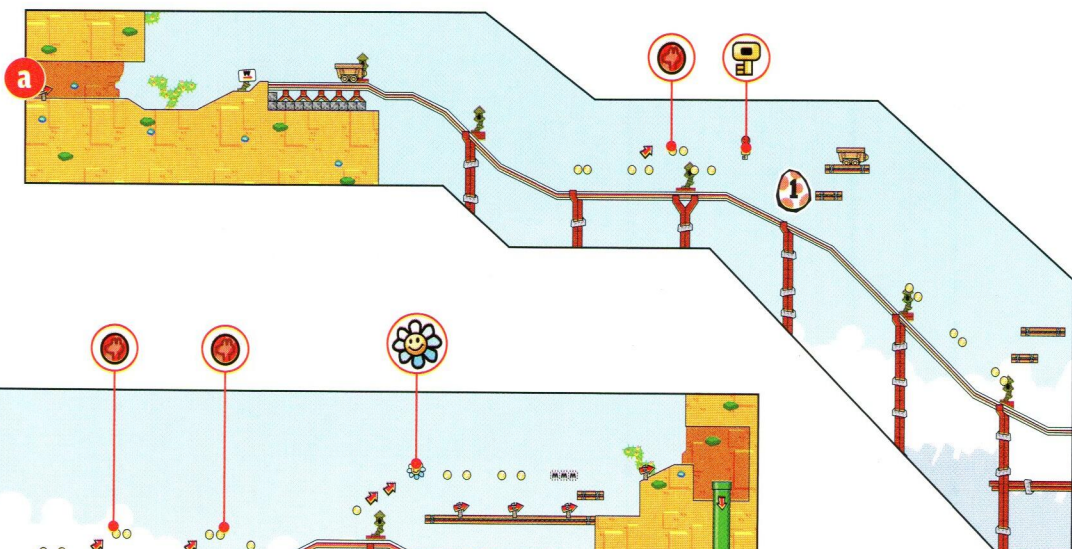
# world 4-2

high-speed cart race!

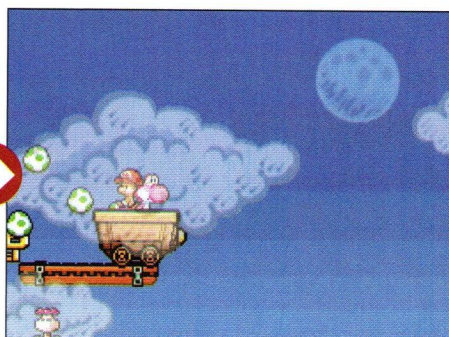
Riding in a cart sure takes the drudgery out of item collection. And running out of track sure takes the drudgery out of falling to your doom.



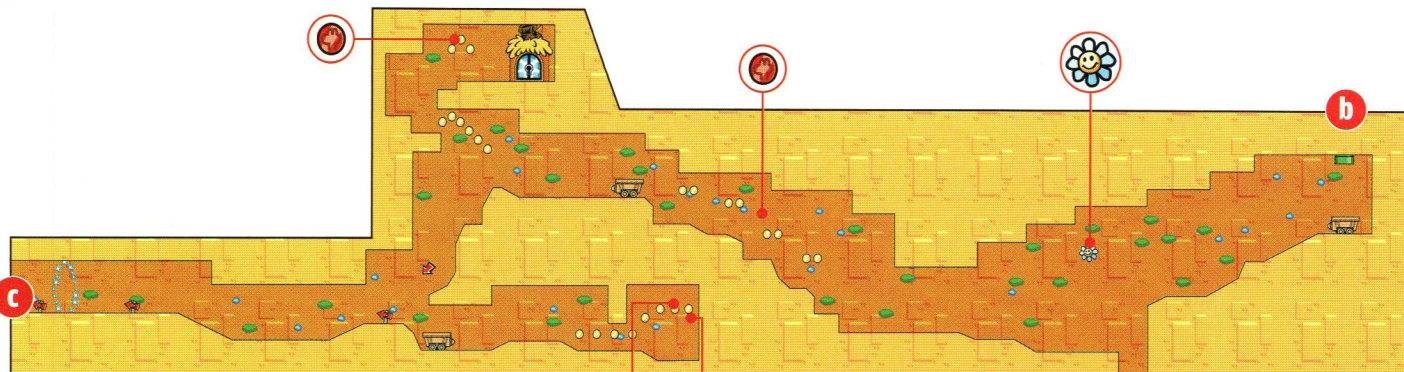
START



On the second length of track, jump out of the cart after the first downward slope to pop an Item Balloon that's carrying a key to the level's minigame hut. Hop into a nearby cart on a platform then ride down the remainder of the track. Jump out when you see the red arrows.

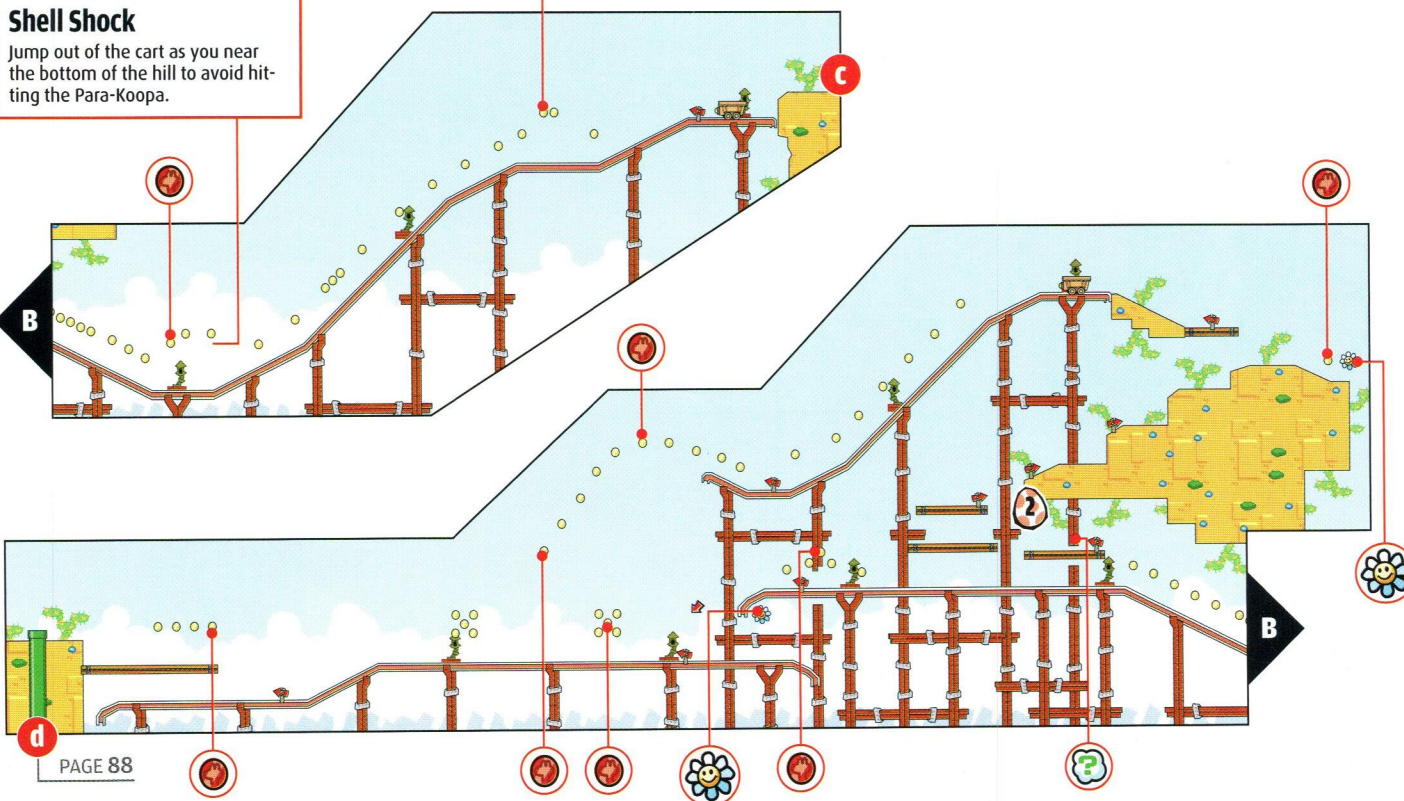






### Shell Shock

Jump out of the cart as you near the bottom of the hill to avoid hitting the Para-Koopa.



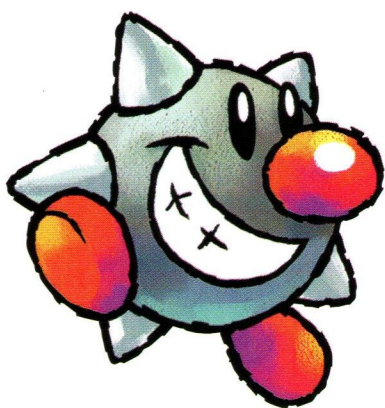
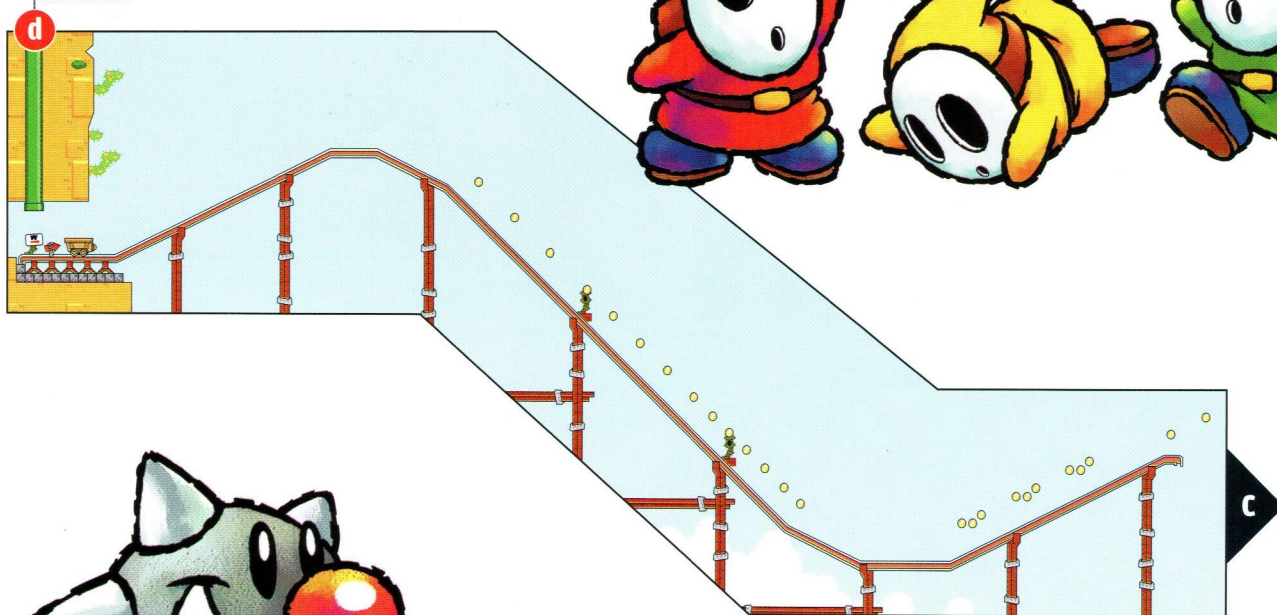
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2

Ditch your cart for a bit and do some good old-fashioned platform-jumping up to a rocky cliff where you'll find some red coins. Jump up to another cart then ride it over a ramp to an airborne line of coins and a flower. After you land, backtrack to another red coin and a flower.

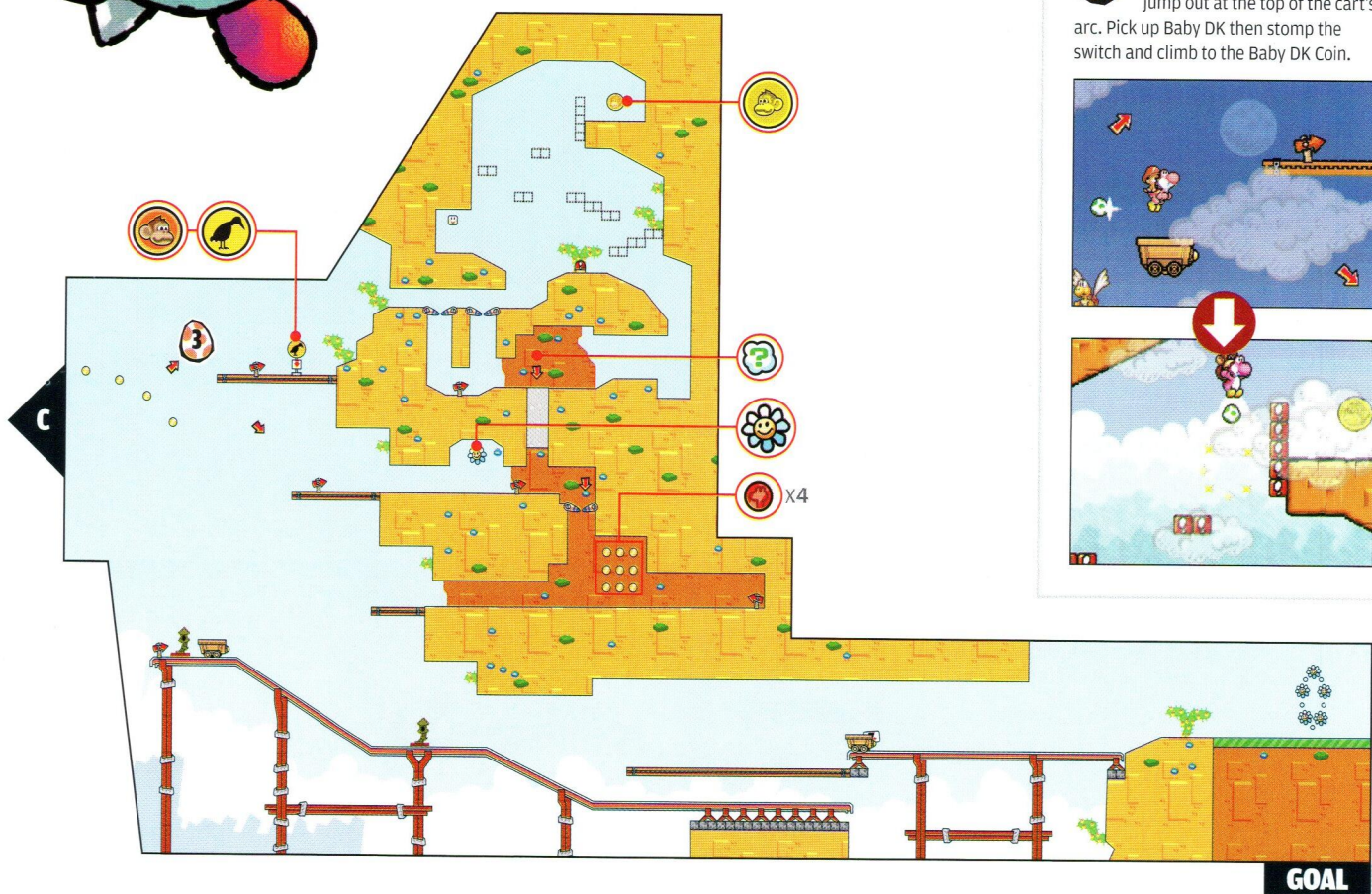
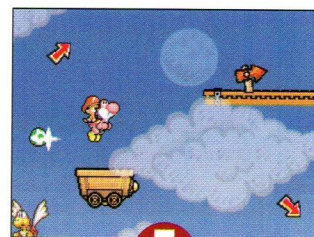






3

When your cart goes airborne at the end of your last ride, jump out at the top of the cart's arc. Pick up Baby DK then stomp the switch and climb to the Baby DK Coin.

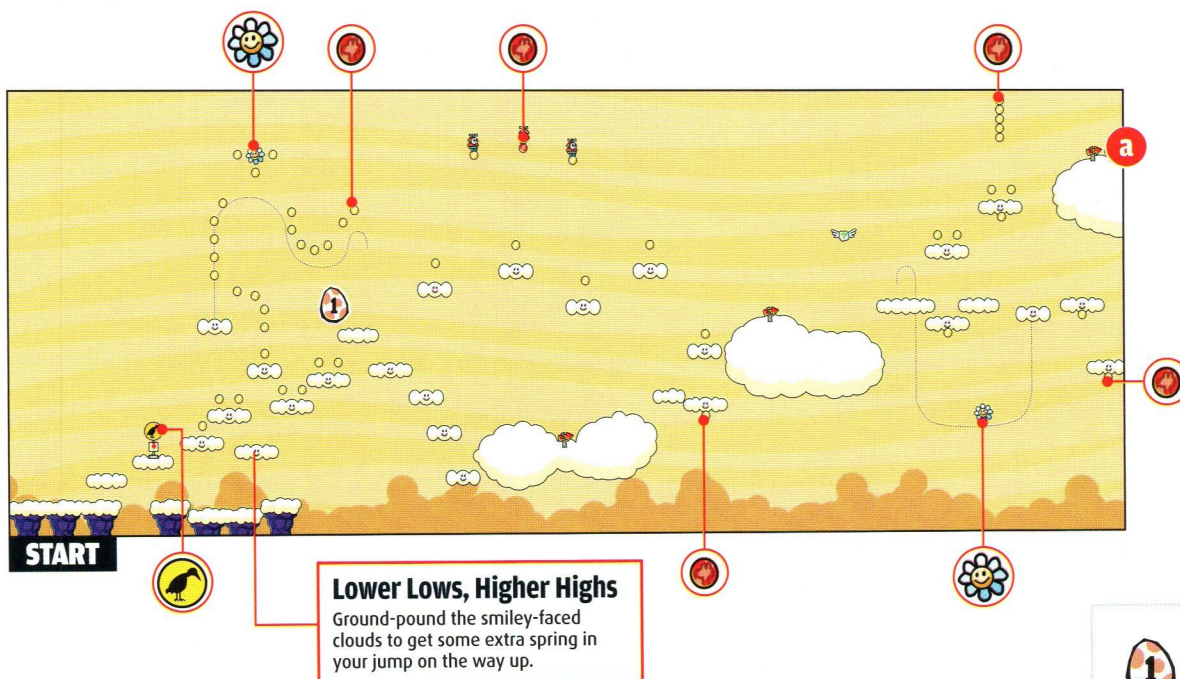




# world 4-3

in the clouds

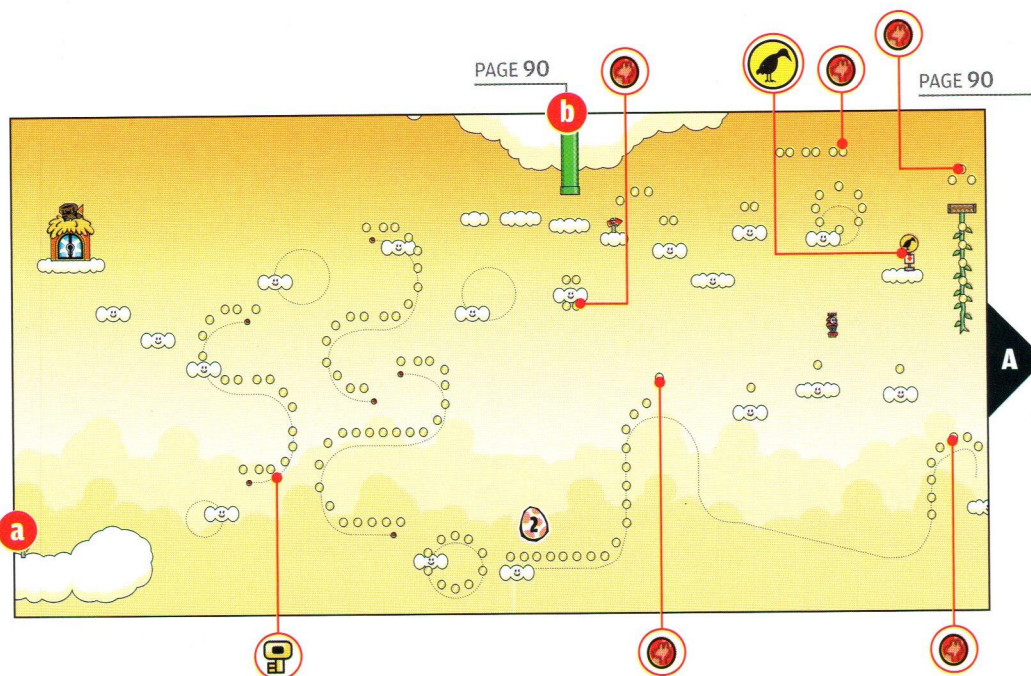
Why do the clouds in World 4-3 look so happy?  
Because they have a sick sense of humor—they laugh as you slowly flutter into the abyss.



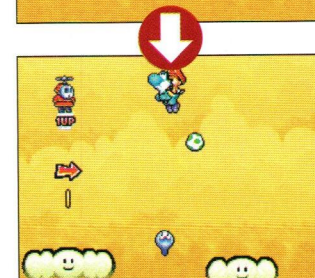
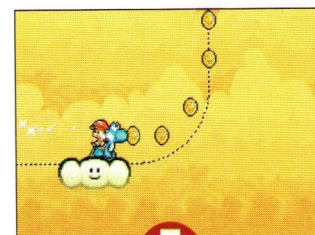
**1** Many items are in very dangerous spots. As you jump around to grab them, always think ahead about where you will land. Don't run out of fluttering room.

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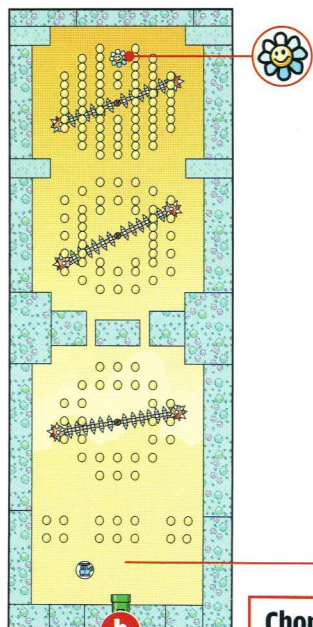
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**2** Ride all the tracked clouds to scoop up coins, then hop to the non-tracked clouds in the middle section of the area if you need to flutter back to the beginning and collect the red coins near the top.







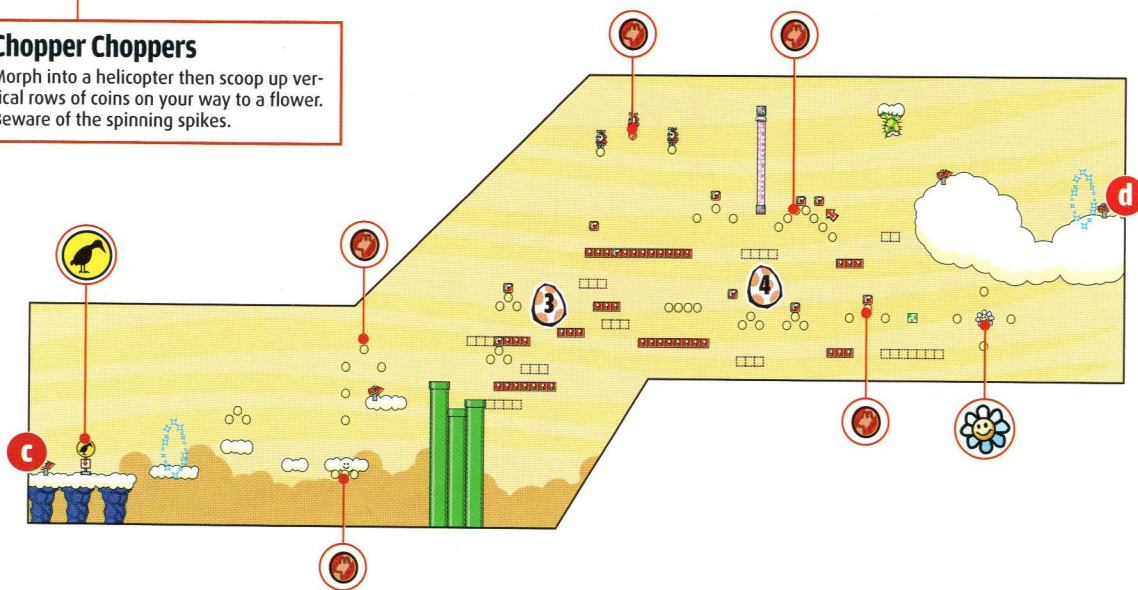
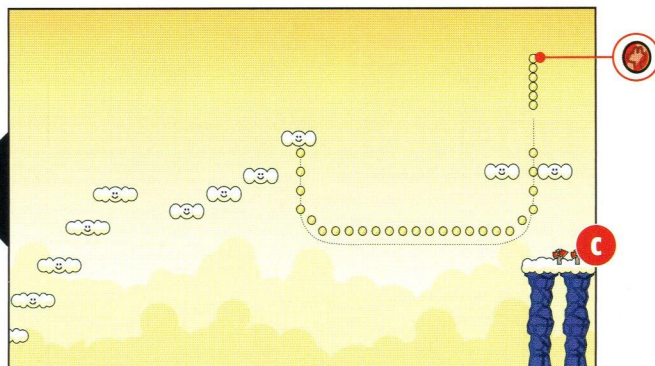
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### Chopper Choppers

Morph into a helicopter then scoop up vertical rows of coins on your way to a flower. Beware of the spinning spikes.

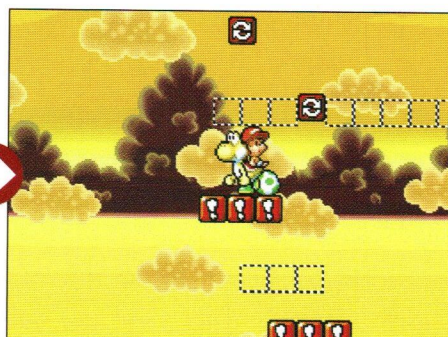
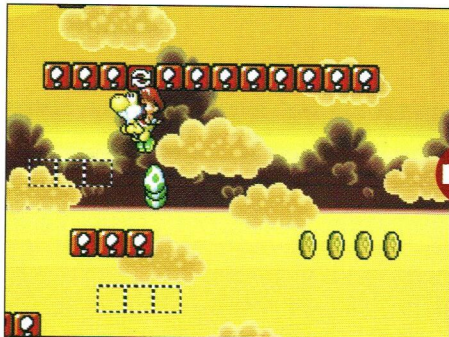
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A



3

You'll need two sets of platforms to traverse this lethal section of sky, but you can utilize only one set at a time. Using your head or eggs, hit Arrow Blocks to toggle between solid and invisible platforms. Jump from a solid platform, hit an Arrow Block to make a new platform appear in midflight, then land on that platform.

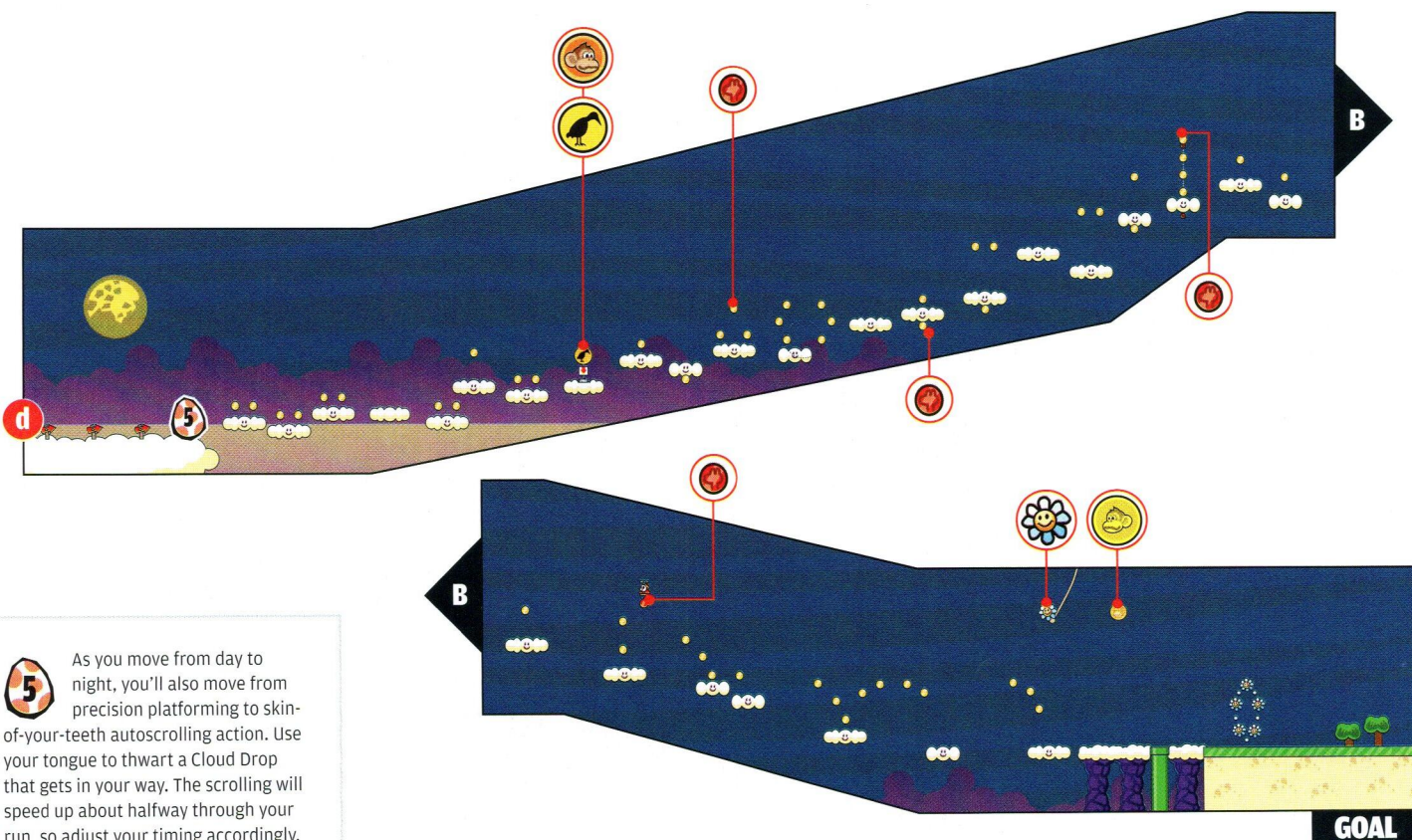


4

To reach the flower beneath the large cloud, toss eggs at Arrow Blocks then quickly jump and flutter to the platforms as they appear. After you snag the flower, backtrack to the area near the warp pipes so you can climb to the top of the big cloud.







**5** As you move from day to night, you'll also move from precision platforming to skin-of-your-teeth autoscrolling action. Use your tongue to thwart a Cloud Drop that gets in your way. The scrolling will speed up about halfway through your run, so adjust your timing accordingly.

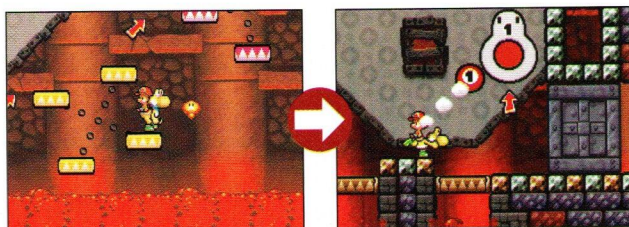
# world 4-4

six face sal's fort

Everything is by the numbers in World 4-4: three balls, six faces, and one exasperated Yoshi. How many times will you have to start over?



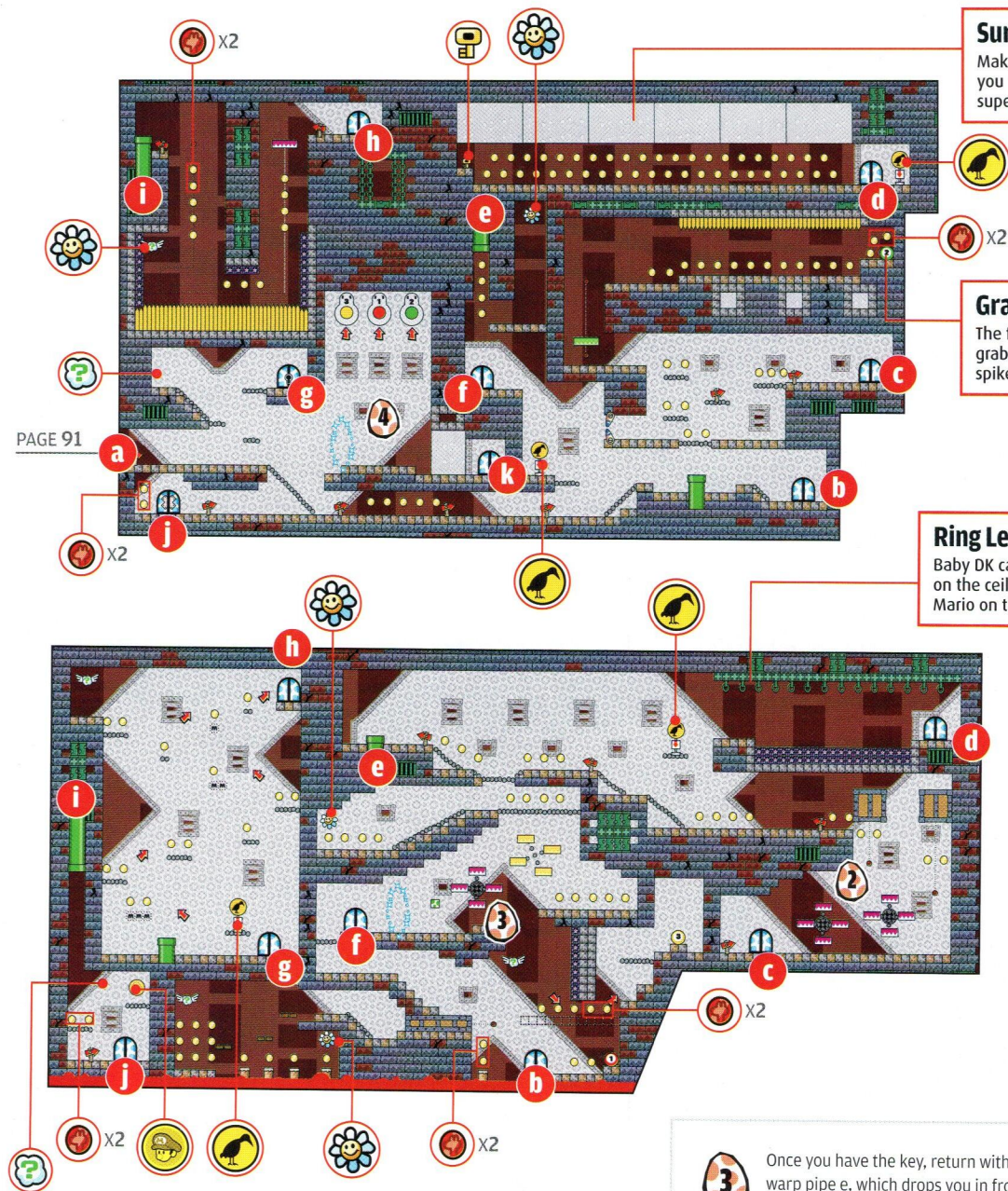
**1** Watch out for Lava Drops as you navigate the revolving platforms in the early portions of the level. Toss the 1 ball into its corresponding slot on the wall to open a metal gate.



## Spin Cycle

To reach the two coins near the ceiling, jump up the revolving platforms as they drop away beneath you. Keep an eye on the revolving spikes.





### Survival Is the Key

Make sure Baby Mario is on Yoshi's back when you make your run for the key. You'll need his superspeed to outrun the falling blocks.

### Grab and Go

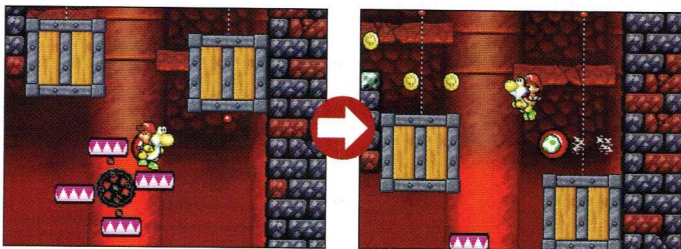
The floor will start rising once you grab the 2 ball. Race past the spikes to safety.

### Ring Leader

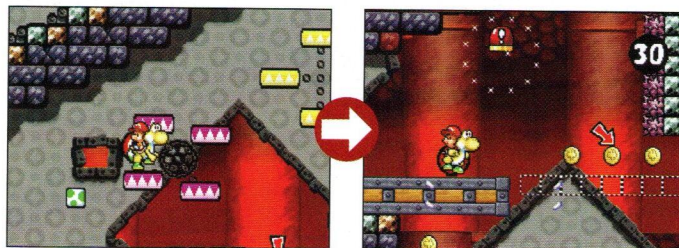
Baby DK can swing along the rings on the ceiling. Switch to Baby Mario on the other side of the door.



- 2** After picking up the 1 ball (behind door b) and the boobytrapped 2 ball (see "Grab and Go" on this page), head up to door c to begin your trek to the key. Use the pink revolving platforms to position two boxes so they form makeshift steps, then climb up to the Stork Stop and the rings beyond it (see "Ring Leader" on this page).

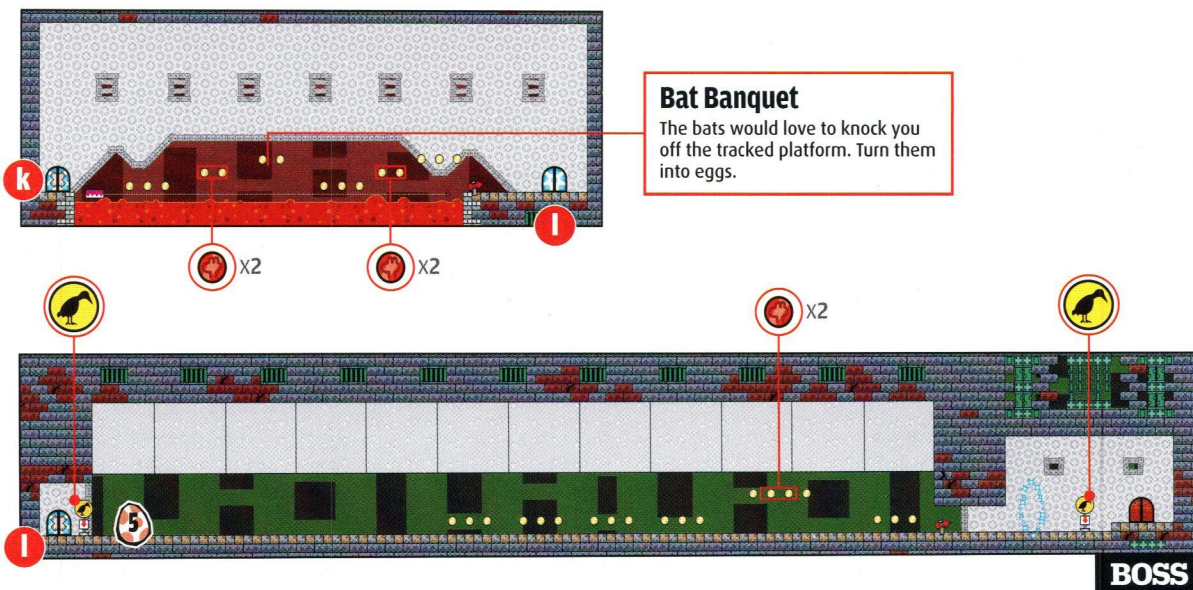


- 3** Once you have the key, return with Baby DK using the rings, then jump down warp pipe e, which drops you in front of door f. Enter door f, then use the pink platforms to slide a platform beneath you into the middle of the room. Grab the flower to the left, then shoot the Winged Cloud to make it drop a switch. Stomp the switch then race across the temporary platform to the 3 ball.

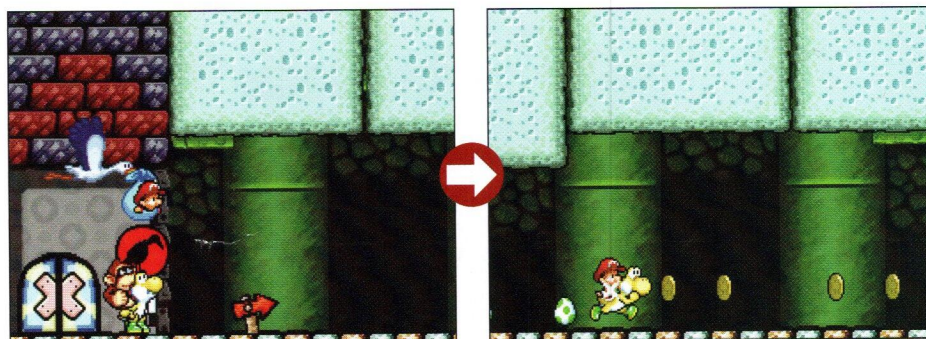


- 4** Toss the numbered balls into their corresponding holes to open a large stone door, then head up to door g for some item collection before you make the trip to the boss. When you ride the tracked platform beyond door h, duck as you pass over the spikes.





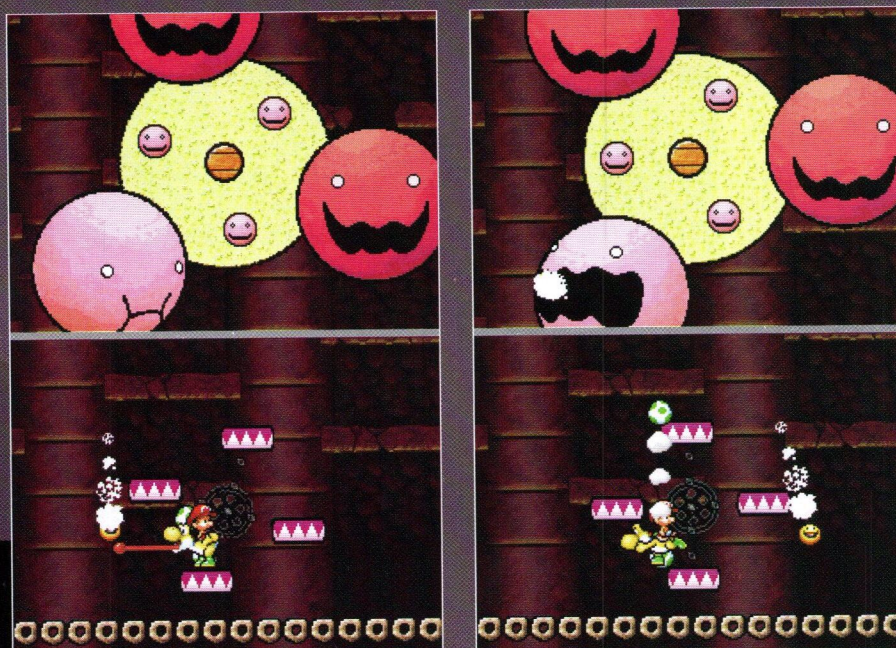
5 Switch to Baby Mario if necessary, then use your superspeed to outrun the falling blocks on your way to the boss door. Jump to collect four red coins near the end of your run. Activate the middle ring then get ready to fight Six-Face Sal.



## BOSS

### Six-Face Sal

The boss is a wheel with six faces that spit edible—but otherwise dangerous—Pokeys down at you. Use the revolving platform to make Sal spin so you can position his lighter-toned, vulnerable face at the bottom of the wheel to hit it with an egg. With each hit you score, one more darker-toned invulnerable face will become active the next time Sal attacks. You can finish Sal off when all six faces are active as he attacks you.





# world 4-5

friend or foe?

Baby Bowser hasn't always been tight with Baby Mario and the gang, but they're warming up to him. How could they not? He breathes fire.



When You Return



## It's Easy over Eggs

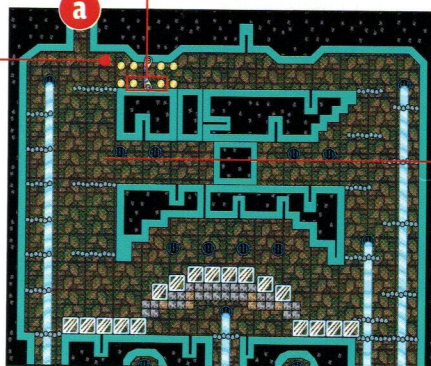
Use the Egg Blocks as platforms to reach the Winged Cloud, then convert them to ammo.

START

a

b

x2

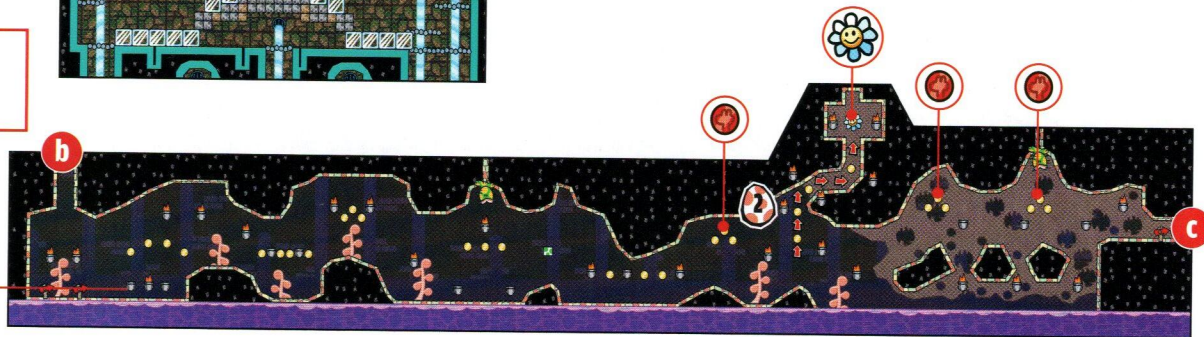


## Fire in the Hole

Burn away all the Piranha Plants in the room to reveal a flower near the entrance.

## Lamp Lighter

Use Baby Bowser's fire breath to ignite torches.

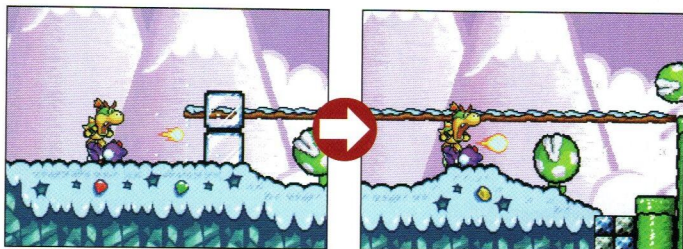


b

c

1

Ice is no obstacle to your progress when you breath fire. Melt the ice blocks that form the base of the first bridge, then blast the Wild Ptooie Piranhas that spit Pokeys at you. When the coast is clear, hop into a warp pipe that leads to an underground chamber that has two red coins and a flower inside.

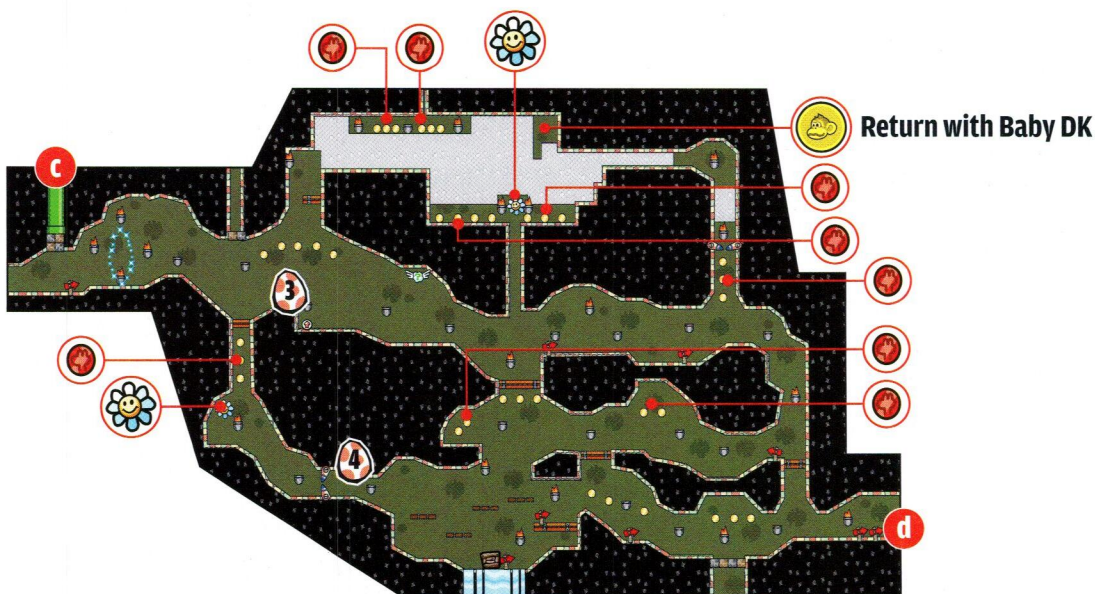


2

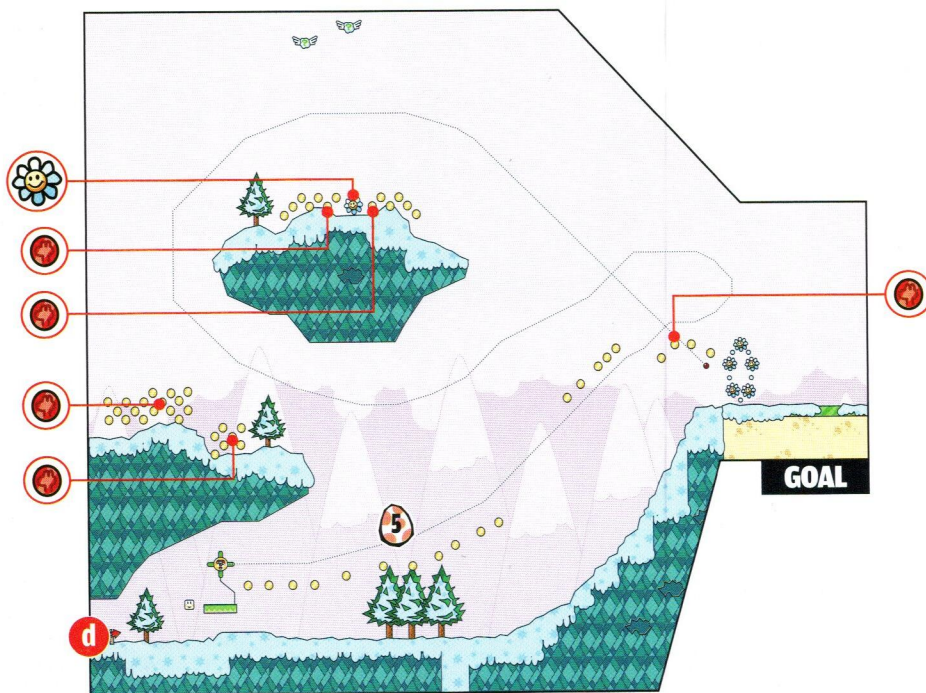
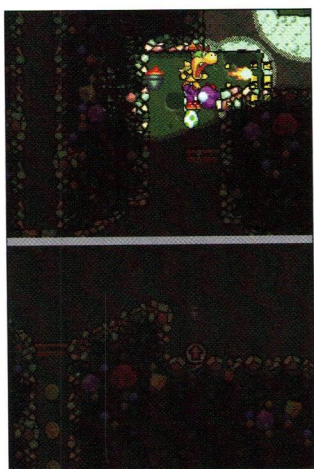
The large cave beneath the snow-swept mountains is dark and filled with Shy Guys on Stilts and Boo Guys, but it's fairly safe to explore. Look for the red arrows on the wall—they show you the proper angle for bouncing an egg into a flower that's tucked into a vertical passageway.







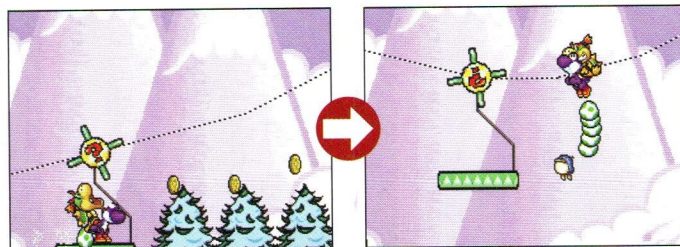
**3** Use the spring ball to bounce up to a passage choked with soft gray stone. Use fireballs to carve a path to red coins, eggs, and a flower before you pound your way to a lower level.



**4** The path to the exit is clear, but explore the dark region on the cave's lower-left side before you leave. A flower is hiding in the dark, next to a spring ball that allows you to bounce up to a red coin. Retrace your steps to find your way out to the snowscape.



**5** It's critical that you stay on the fire-powered platform for your entire journey through the sky. If you fall off, you probably won't be able to get back on it and you'll leave all of those tantalizing items floating in the sky! Staying on the platform means clearing the Bumpties out of your way. There's no hurry, and you have unlimited fireballs.

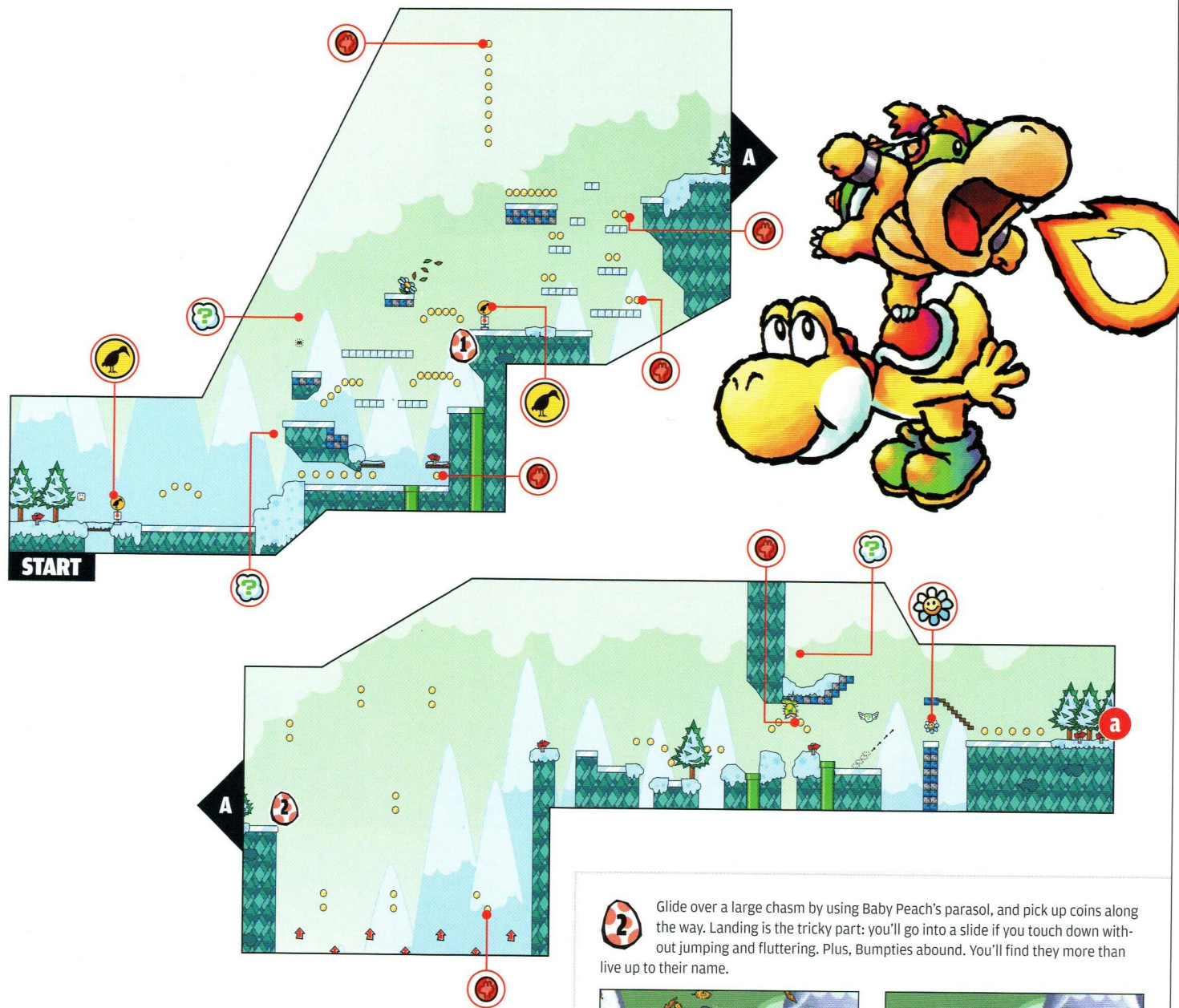




# world 4-6

## slip slidin' away

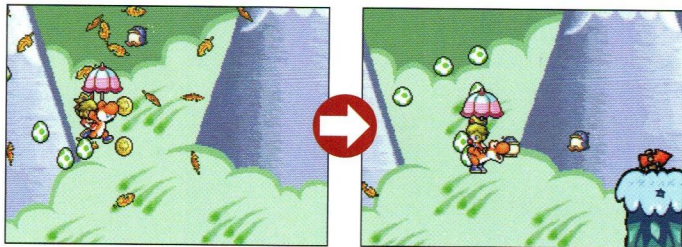
**After spending time in World 4-6, you'll probably reach this conclusion: Yoshi's little booties are a poor choice for climbing icy mountains.**



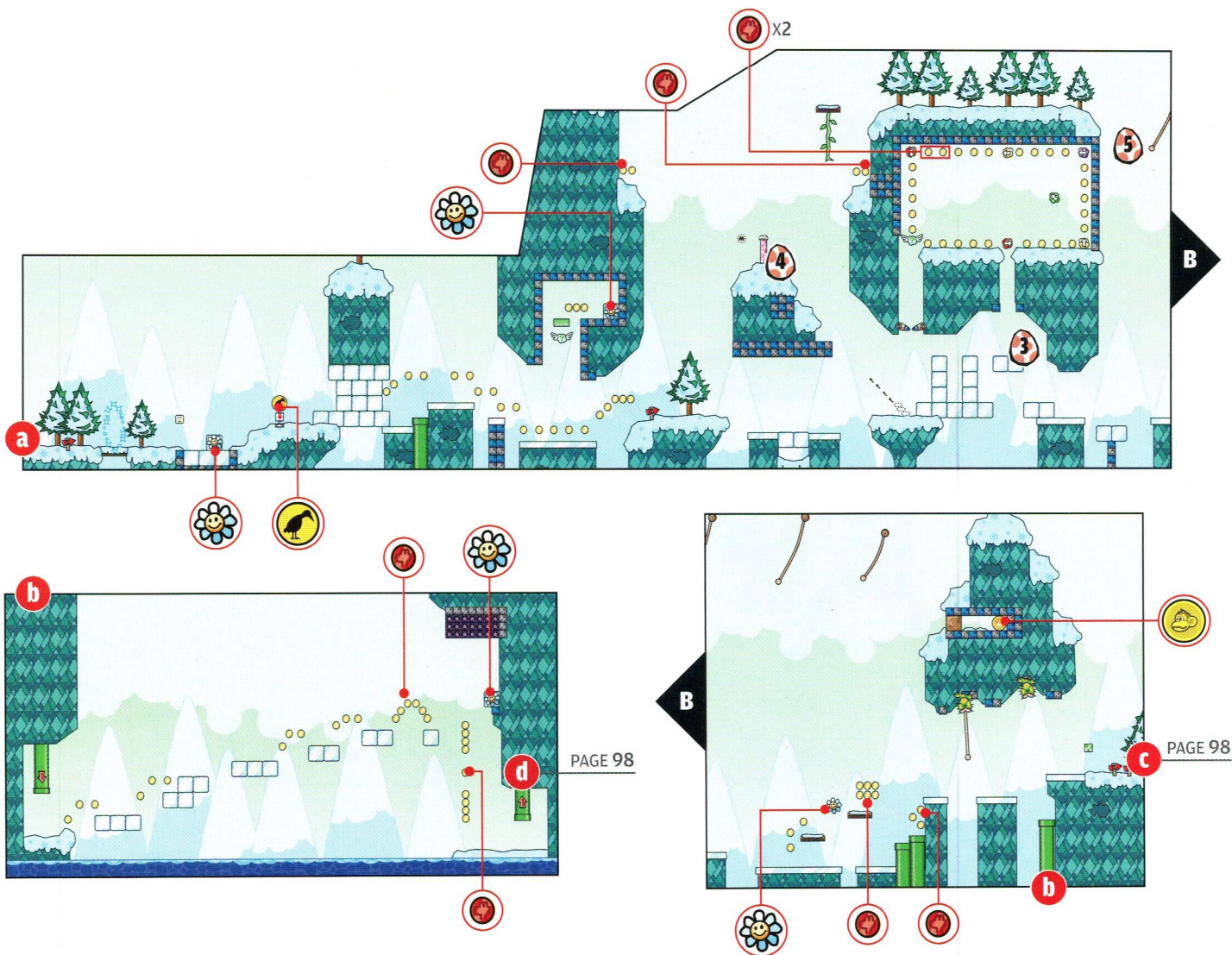
**1** As the level's title suggests, many of the platforms are very slippery—if you build up too much momentum, you'll end up sliding into a chasm. Start the level with Baby Mario then head up to the M Block to get a few coins. When you spot the blowing leaves, switch to Baby Peach so you can ride the breeze up to a column of coins.



**2** Glide over a large chasm by using Baby Peach's parasol, and pick up coins along the way. Landing is the tricky part: you'll go into a slide if you touch down without jumping and fluttering. Plus, Bumpties abound. You'll find they more than live up to their name.



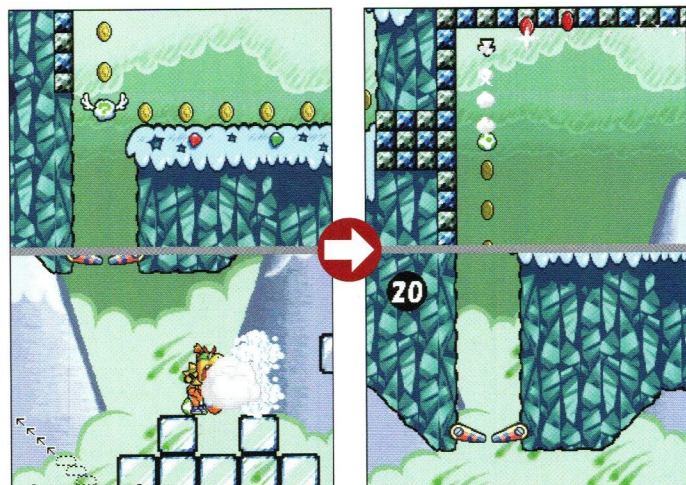




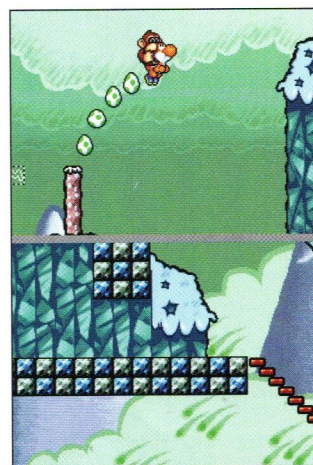
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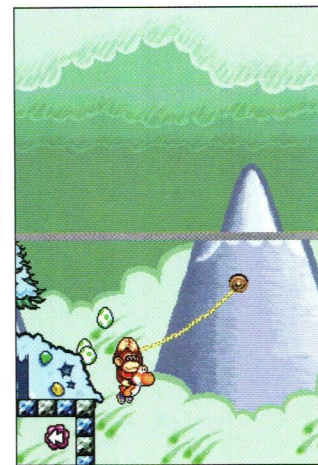
**3** Switch to Baby Bowser at the Stork Stop, thaw out and collect the flower, then work your way over to a tricky ice-block barrier. Don't melt the blocks willy-nilly: create steps that you can climb to reach the two ice blocks beneath a spinning arrow. Hit the arrow with an egg just as it points to the next arrow—a series of ricochets will send the projectile into a Winged Cloud that activates some stairs.



**4** Don't be hasty pounding the pillar down. You'll need to use it to jump to the red coin on a ledge to its right. Jump and flutter from there to the ledge on the left, or use the M Block to get there.



**5** You'll need Baby DK to climb to the Baby DK Coin, but be sure you switch back to Baby Bowser before you drop down the warp pipe to an area that contains ice blocks.





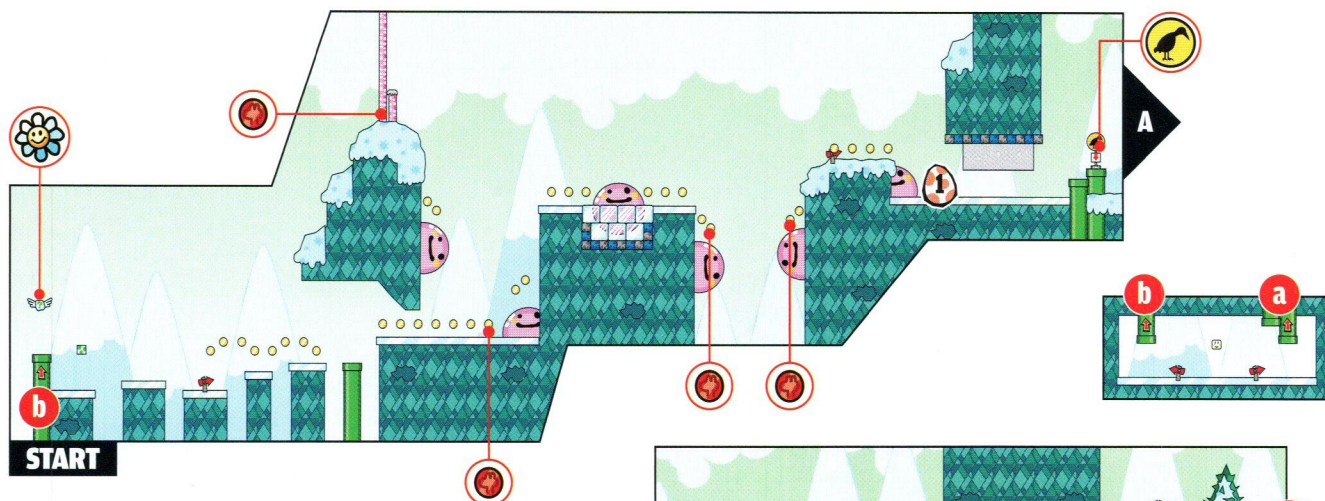




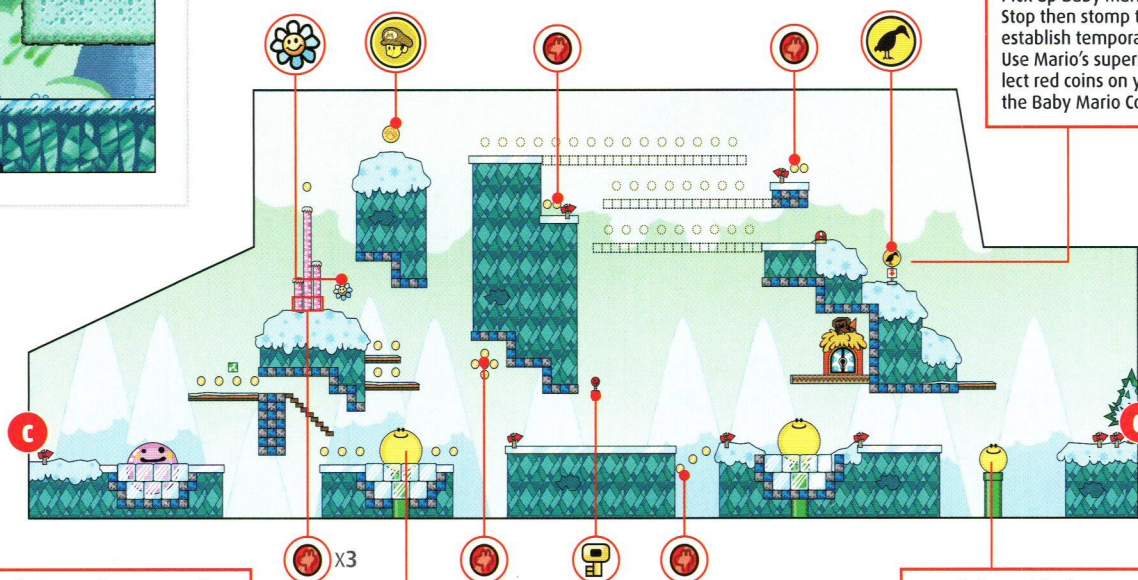
# world 4-7

teeth-chattering chill zone

You'll have little time to kick back and chill in World 4-7—but occasionally a Bouncie may kick you back off a cliff.



**1** The only way to safely slip under the moving stone blocks is by bounding off of the pink Bouncies and sliding on the ice. Time it so you bounce just as the stone finishes one cycle of crushing.



## Speed Trials

Pick up Baby Mario at the Stork Stop then stomp the switch to establish temporary bridges. Use Mario's superspeed to collect red coins on your way to the Baby Mario Coin.

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## Weight-Gain Formula

Feed the Gobbler an egg to increase its size, then bounce off of it to the platform above it.

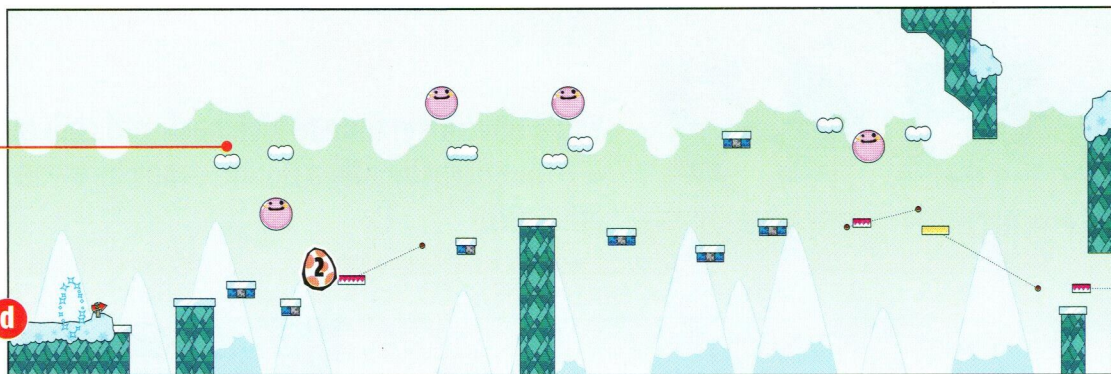
## Back for Thirds

The smaller Gobbler requires three eggs to fatten it up enough for the big jump.





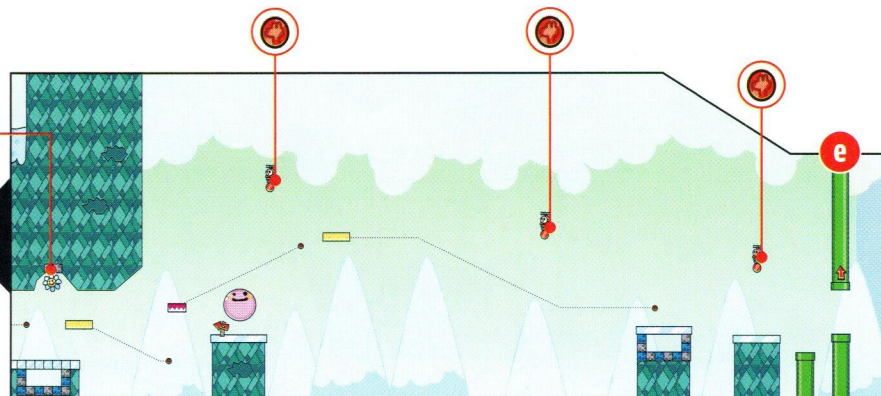
d



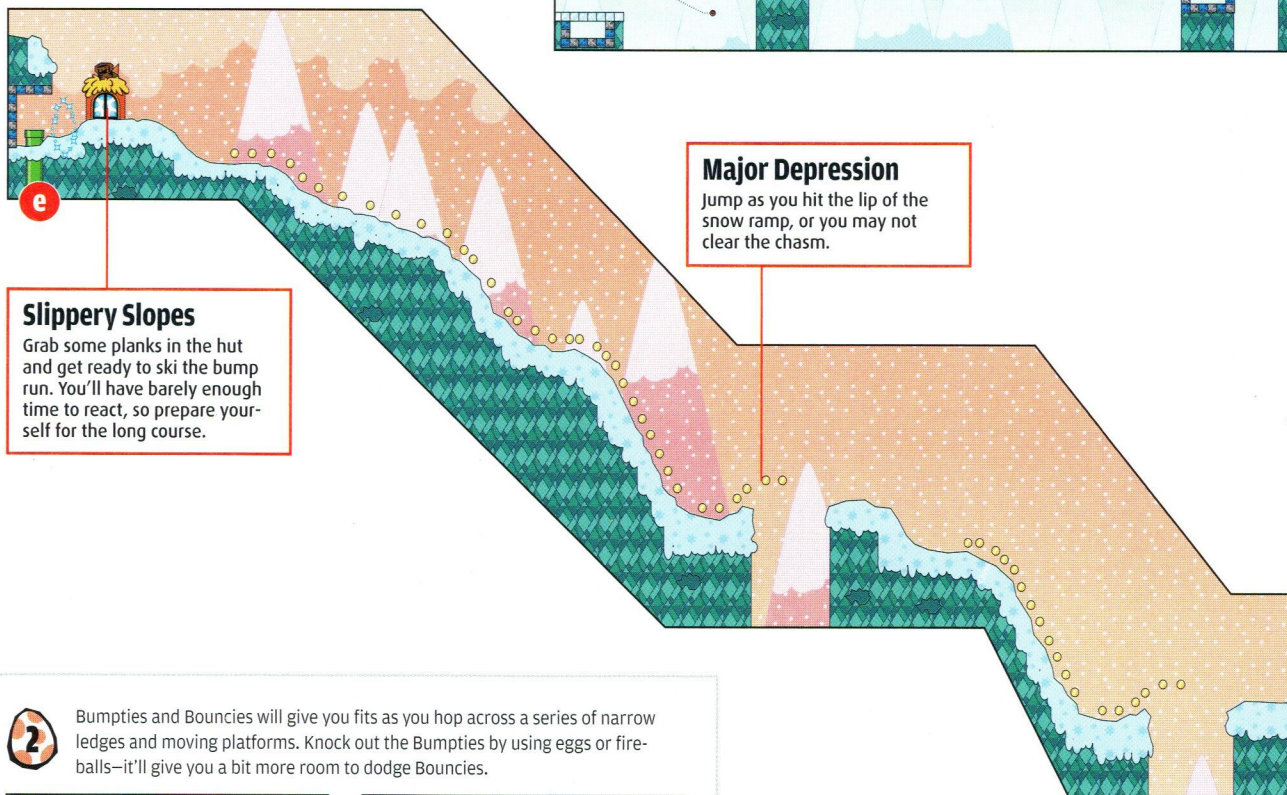
B



B



e



e

### Slippery Slopes

Grab some planks in the hut and get ready to ski the bump run. You'll have barely enough time to react, so prepare yourself for the long course.

### Major Depression

Jump as you hit the lip of the snow ramp, or you may not clear the chasm.

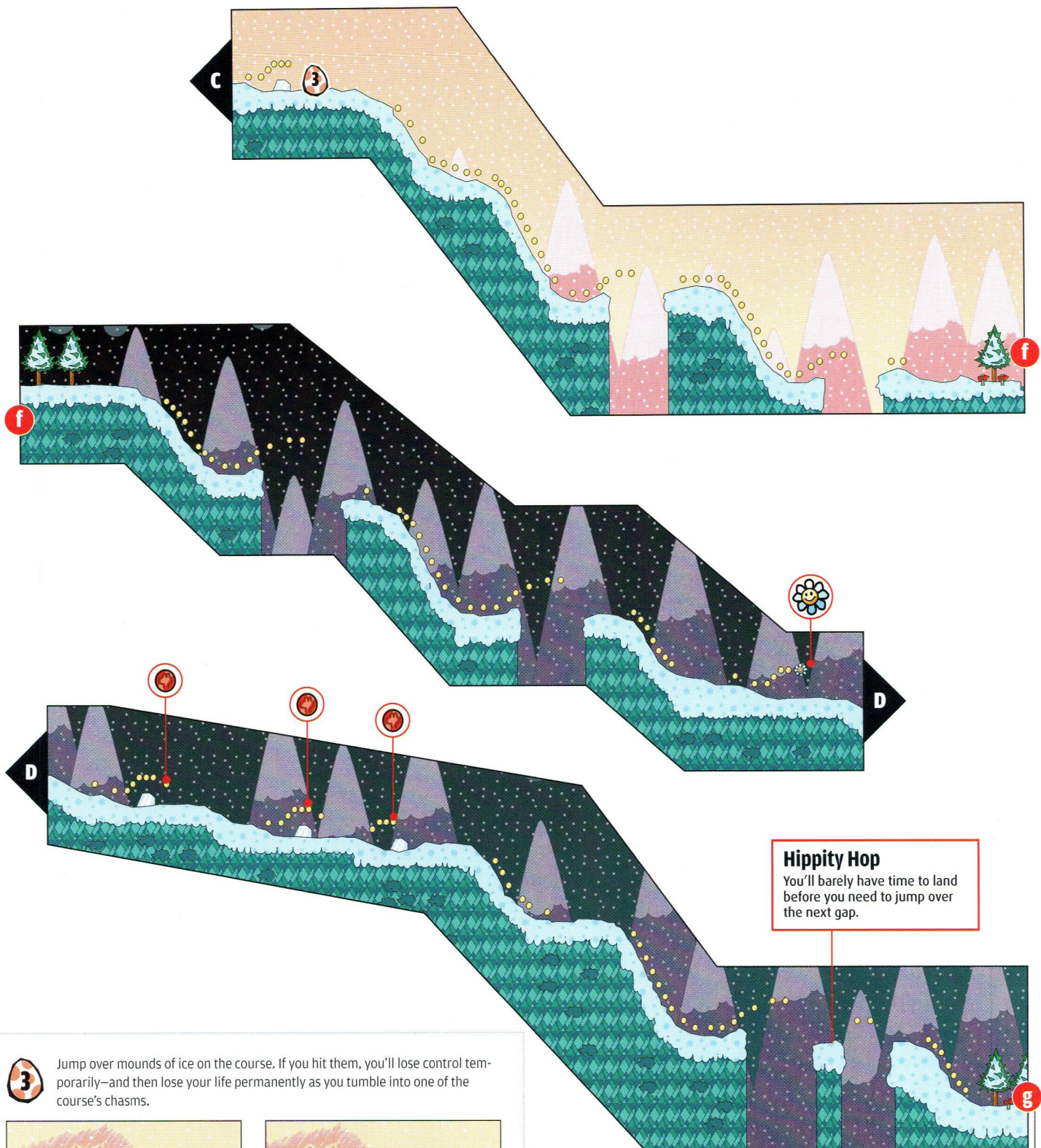


Bumpties and Bouncies will give you fits as you hop across a series of narrow ledges and moving platforms. Knock out the Bumpties by using eggs or fireballs—it'll give you a bit more room to dodge Bouncies.



C





### Hippity Hop

You'll barely have time to land before you need to jump over the next gap.

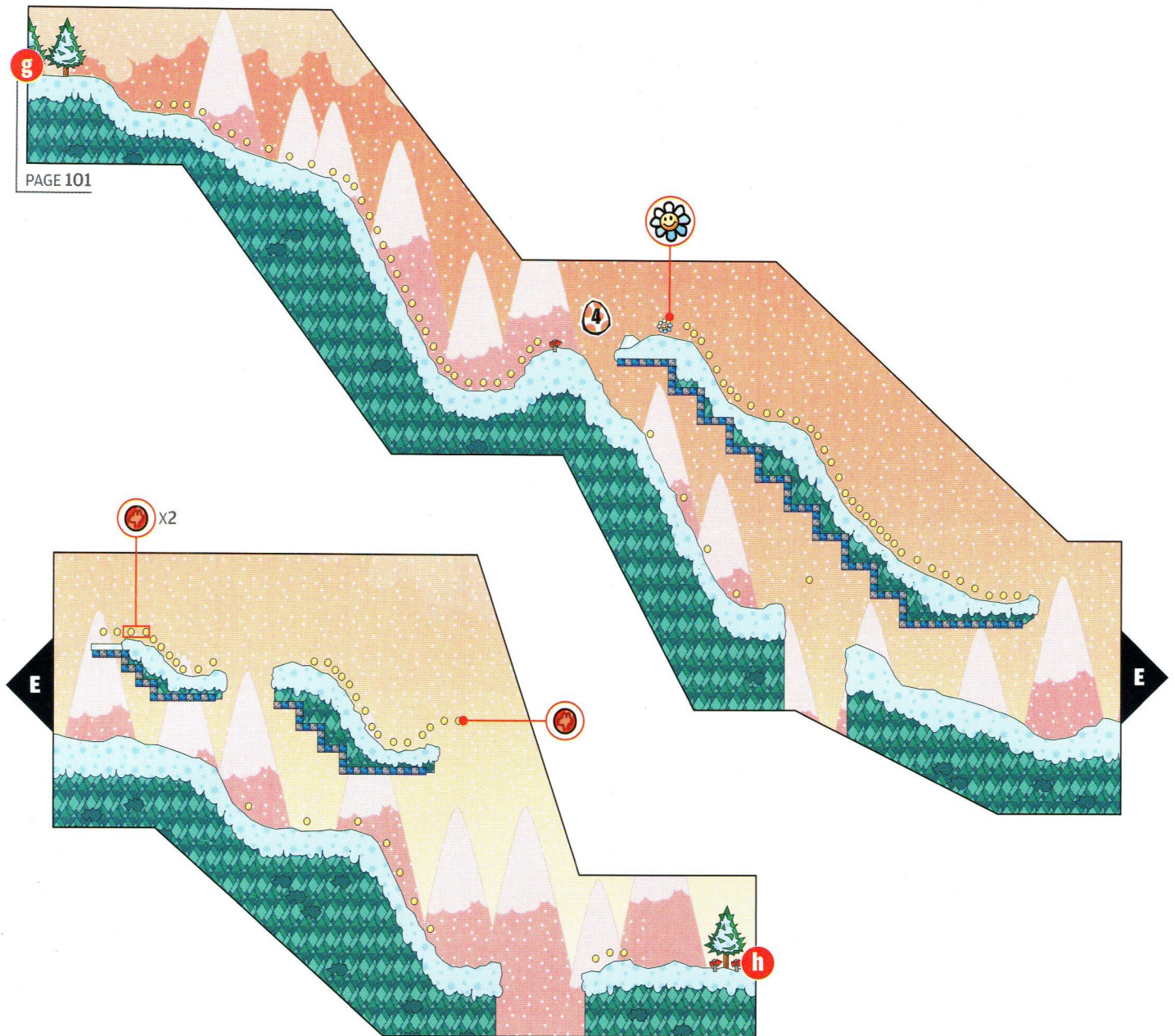
3

Jump over mounds of ice on the course. If you hit them, you'll lose control temporarily—and then lose your life permanently as you tumble into one of the course's chasms.

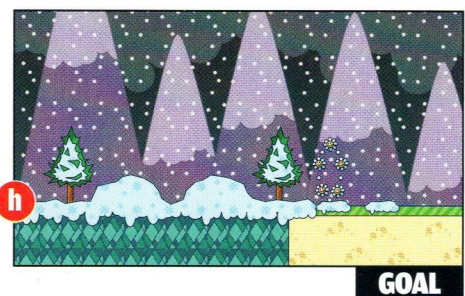
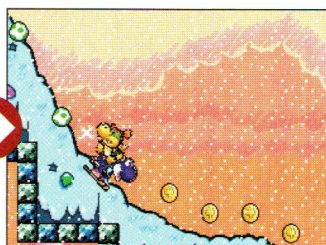


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Jump at the peak of the hump to catch the lip of a parallel slope above you (and bypass a gap on the lower slope). Grab a flower and three red coins on the way to the goal ring.



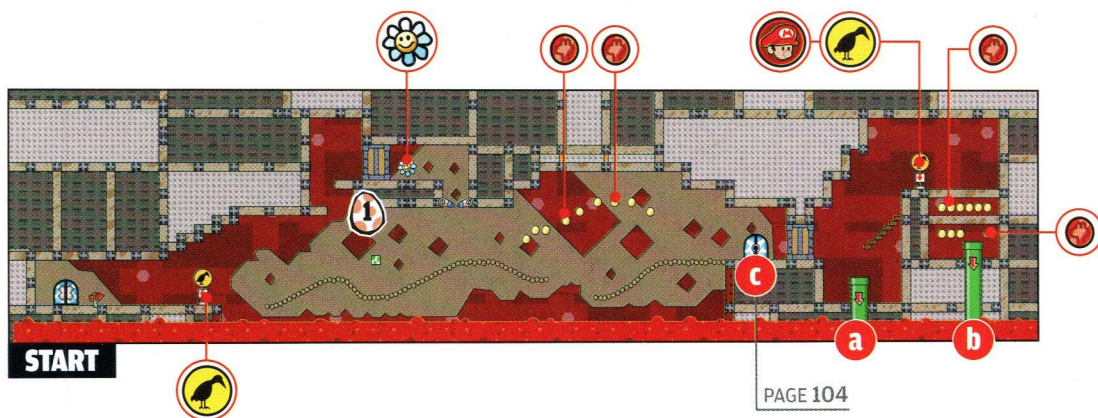
GOAL



# world 4-8

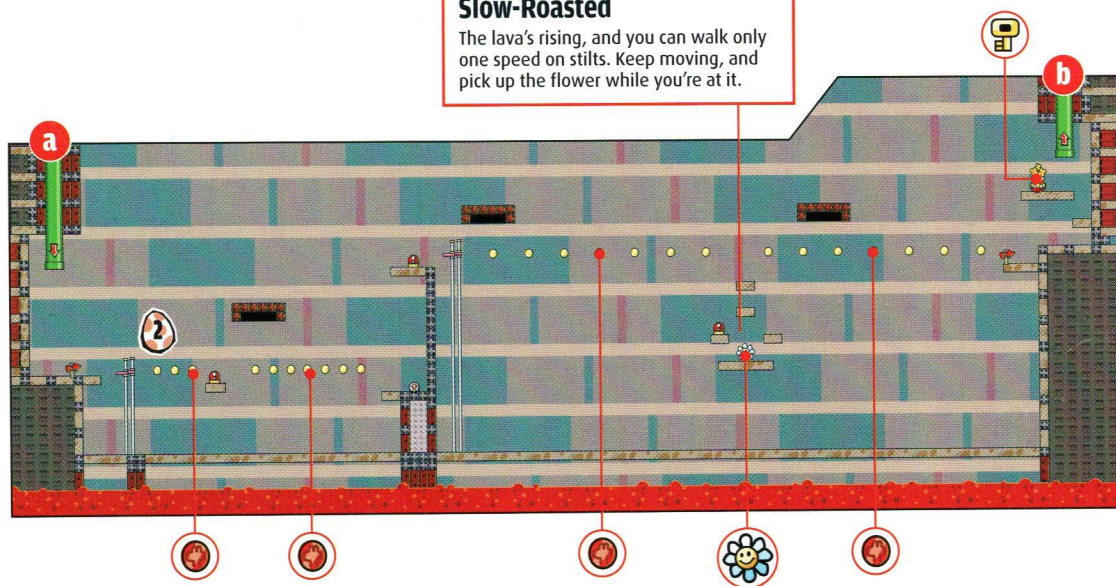
**Big Guy the Stilted is the main event in World 4-8, but you have to make a long, nasty trip to get to him.**

## castle of big guy the stilted

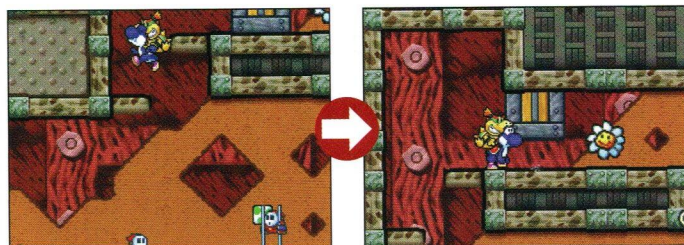


## Slow-Roasted

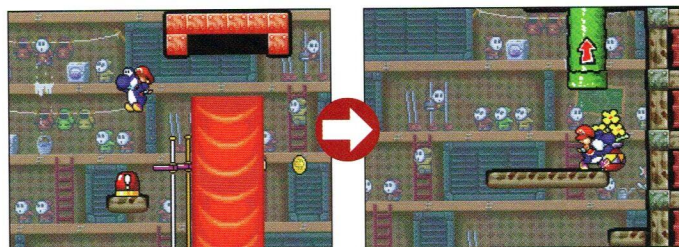
The lava's rising, and you can walk only one speed on stilts. Keep moving, and pick up the flower while you're at it.



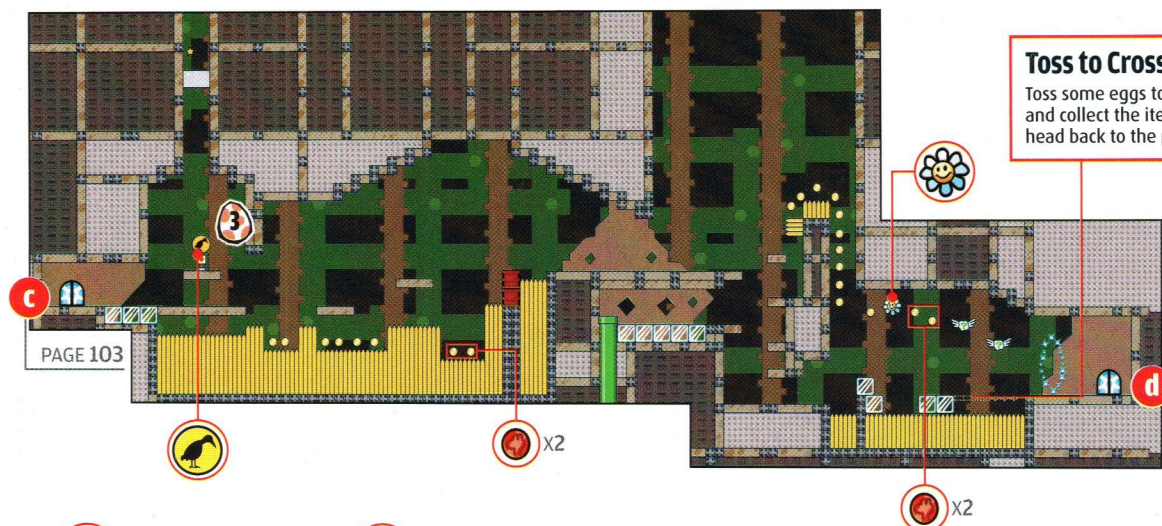
The Shy Guys on Stilts make excellent platforms if you land on their heads. They give you a little boost into the air so you can grab hard-to-reach coins. Bounce off of one beneath the first ledge to access a sliding door that leads to a flower.



**2** Trudge the the gauntlet atop your stilts to pick up the key to the next stage of the castle. You'll be stopped by three lava streams. To halt each stream, hop off of the stilts to stomp a switch, then quickly hop back on to move forward. Push the flower pot to the ledge on the right—otherwise the key will bounce into the lava and you'll need to return to the start of the stilt section.

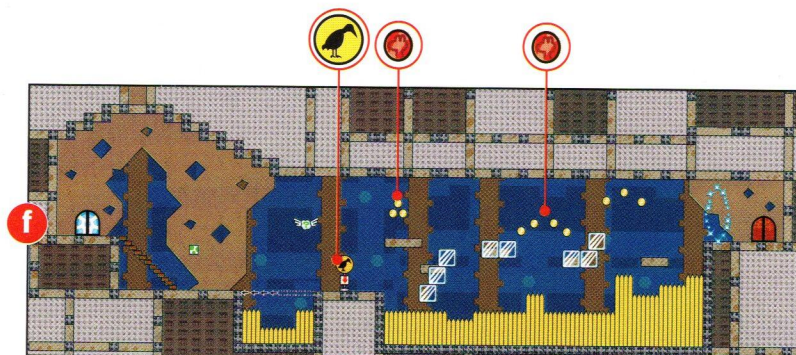
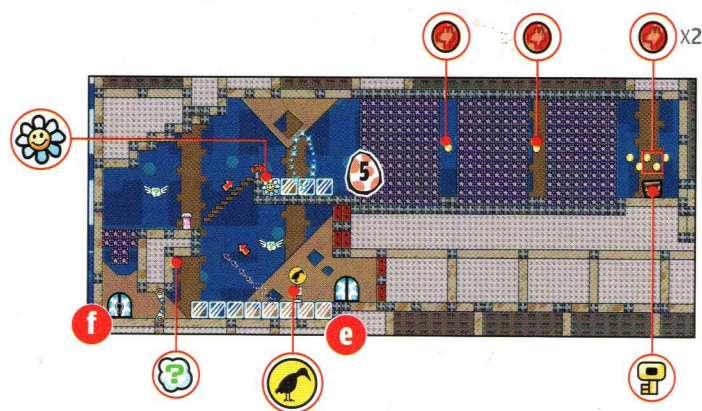
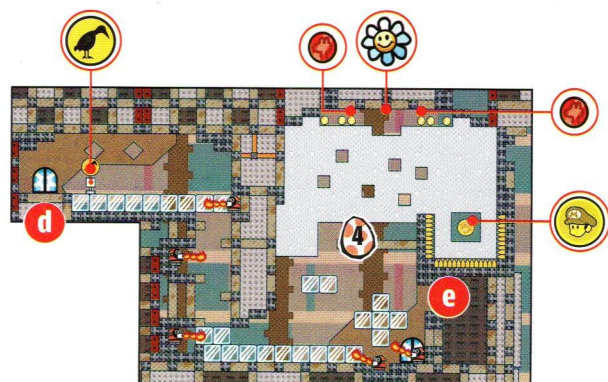




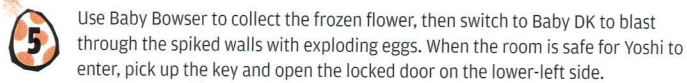
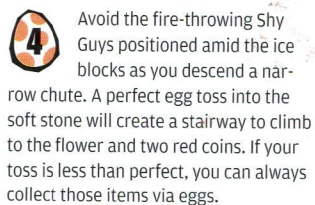
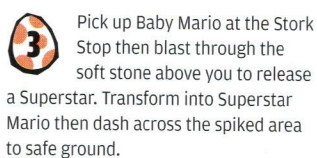


## Toss to Cross

Toss some eggs to hit the Winged Clouds and collect the items. If you need ammo, head back to the pipe to find Shy Guys.



# BOSS





# BOSS

## Big Guy the Stilted

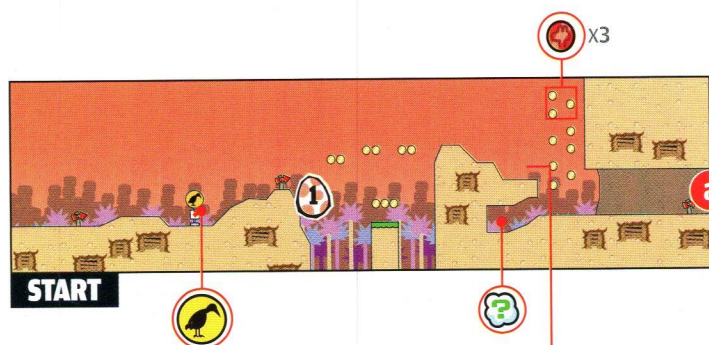
Use eggs or Baby Bowser's fireballs to knock the Big Guy to the end the platform, then shoot him twice in quick succession to knock him into the lava. When he's partially submerged, hop onto his head and ground-pound him. Just be careful not to land in the lava yourself.



# secret 4

**hurry and throw!**

If you've been honing your precision egg-throwing skills, you should be able to breeze through this level. Just kidding—it's very, very difficult.



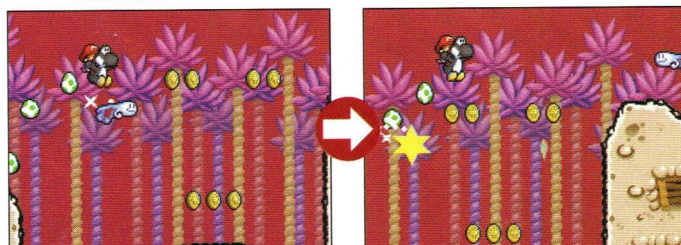
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### Gusty Gulps

Slurp up several Gusties to get them out of the way before you move on to the autoscrolling portion of the level.



Time your jump over the big chasm so you bounce off a Gusty for an extra boost. It's the only way you'll make it across. Use Baby Peach to gain a slight edge in flutter time.





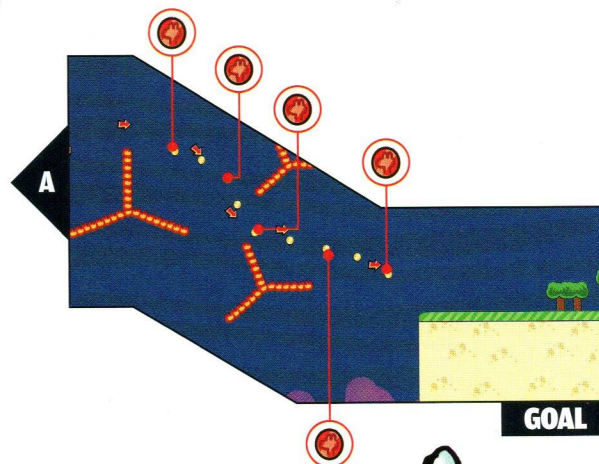
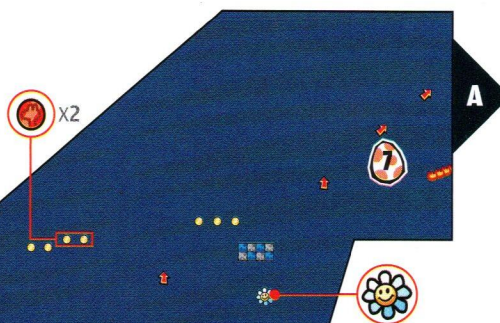
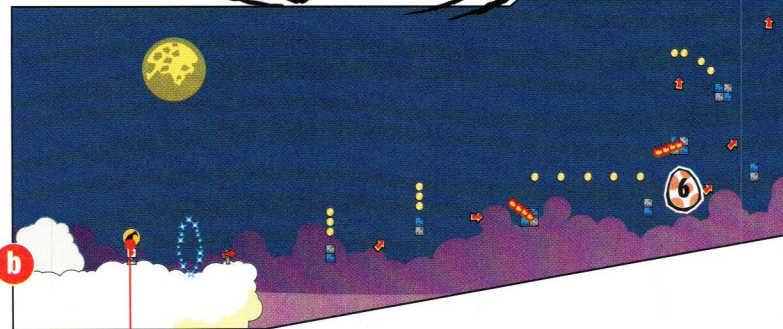


Take a trip through the room to wipe out all the enemies, then go around one more time to collect items at your leisure.

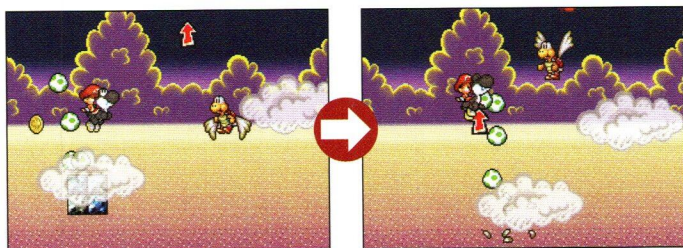
A screenshot from the video game Super Mario Bros. The scene is set on a grassy ground with a brick wall on the right. A Piranha Plant is visible inside a brick pipe, with a red arrow pointing down towards it. A Goomba enemy is on the ground in the lower right, facing left. There are several coins scattered on the ground, and a blue flower is on the right.

A screenshot from a Super Mario Bros. game. A character with a yellow circle containing the number '3' on their head is standing on a brown brick platform. The character is wearing a red cap and a blue shirt. To the left, there is a red arrow pointing right. The background features green hills, a blue sky with a white cloud, and a green flag on a pole. There are also some small flowers and a blue pipe. The bottom of the screen shows a red lava pit with small red enemies.

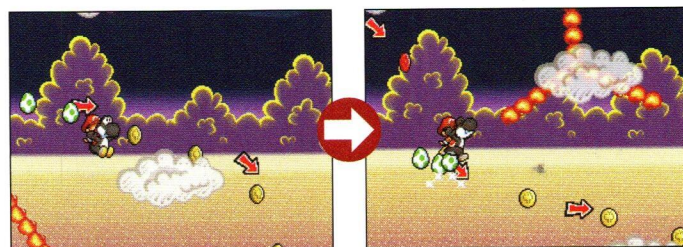




**6** The Para-Koopa serves as a temporary platform for much of the level. Jump off of their backs so you can flutter up to the tiny permanent platforms. If you mess up a jump and knock away the Para-Koopa, flutter back to a safe ledge to wait. A replacement will appear where the fallen Para-Koopa was.



**7** The last stretch of fluttering requires you to navigate through three-armed, spinning rows of fireballs. Time your initial jump carefully, and plan your path so you can collect five red coins on the way down.

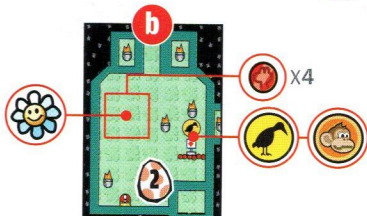
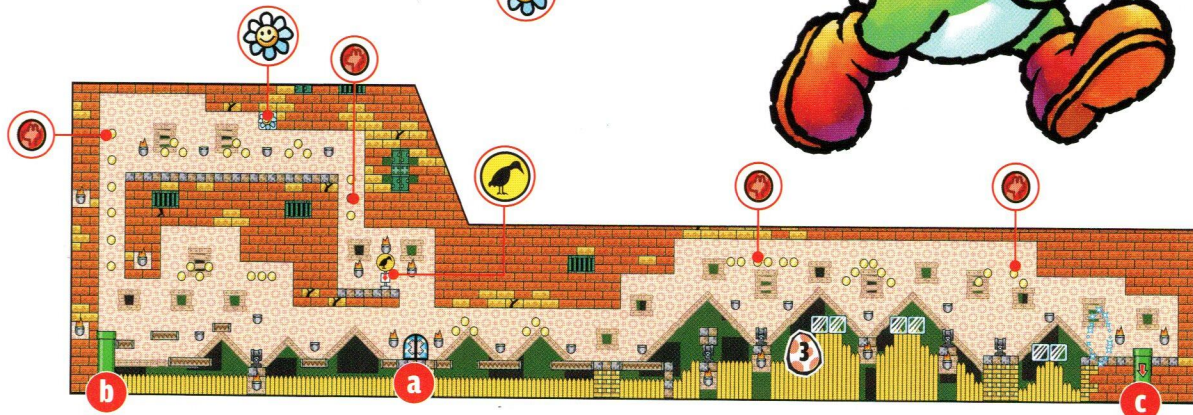
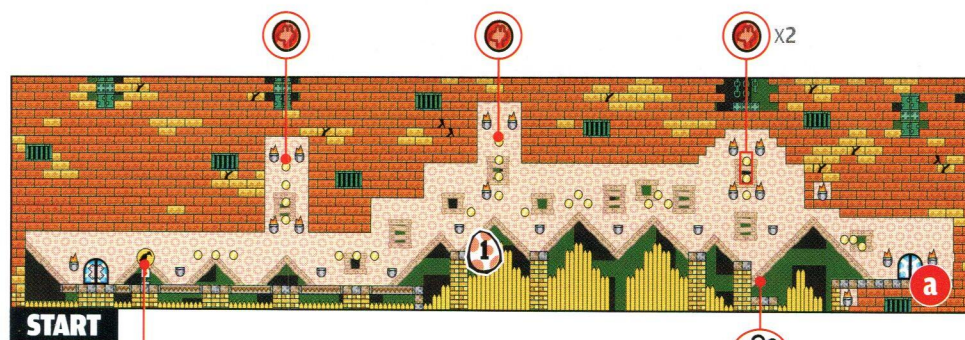




# extra 4

let there be light!

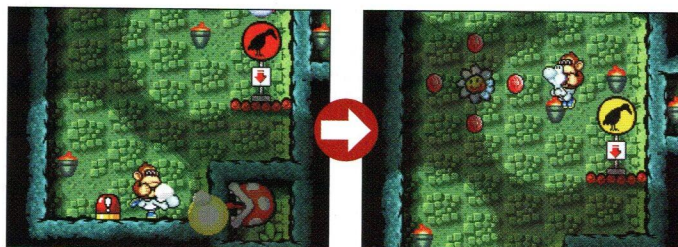
Yes, let there be light . . . please. But once you actually get some light, we're pretty sure that what you see won't make you happy.



**1** Slurp up torches to give Yoshi temporary fire breath, then ignite wall sconces in your path to improve the visibility. The extra light may help you avoid spikes.



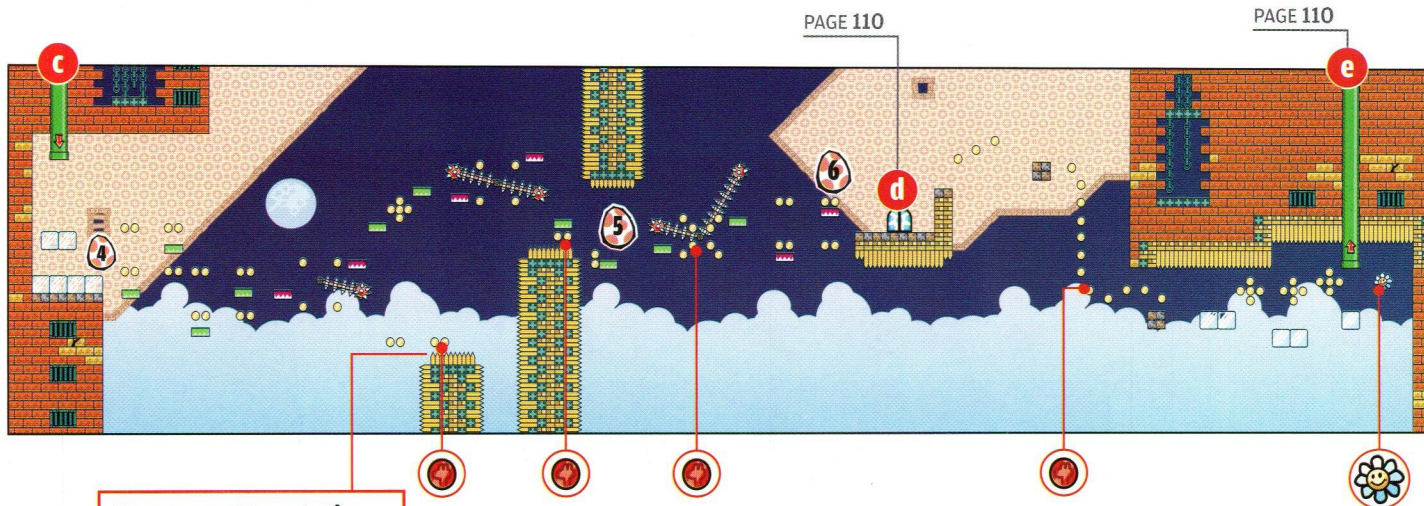
**2** Use Baby DK to blast a Piranha Plant through a wall via an exploding egg. Collect the flower and the red coins that appear, then switch to Baby Peach. Stomp the switch to turn on the fan, then glide out of the room.



**3** Be careful not to melt the ice blocks that cover the spikes. They aren't ideal platforms, but they work a lot better than the deadly surface underneath them.







### Dangerous Temptation

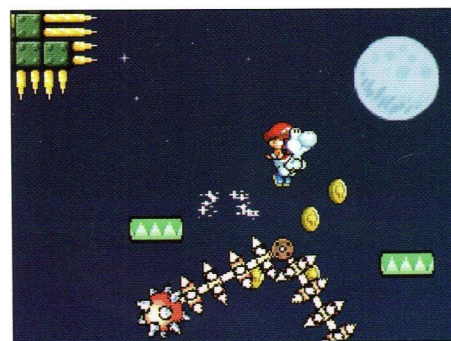
Don't even think about hovering near the red coin over the spikes. Shoot it with an egg.

**4** Study the movements of the platforms at point 4 before you jump too far into the chasm. They take confusing, intersecting routes that can lead you into danger before you know it. Pay special attention to the first platforms that cross paths with the spiked arms. Don't get caught without a place to jump when an arm catches up to you!

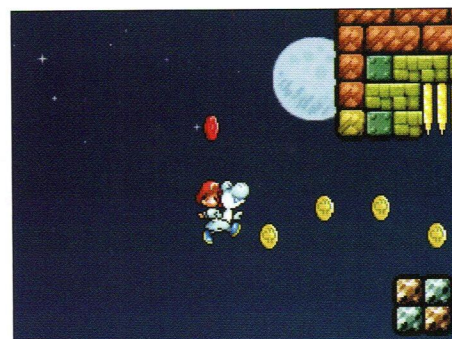


Some platforms pass right through the spiked walls. You can't pass through walls yourself, so jump when you approach danger.

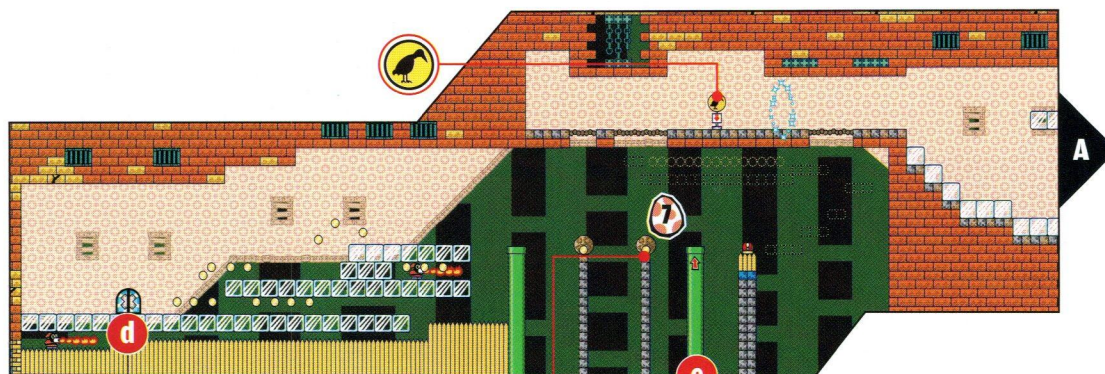
**5** The long and short spiked arms move at different speeds, making it very difficult to time a jump between them. A little patience will go a long way here: anticipate when the two arms will catch up to each other, then take advantage of the open airspace to hustle over to the platform that leads to a door.



**6** If you enter door d, you'll leave behind a red coin and a flower. From the pink platforms, jump to the narrow ledge on the right side of the door's platform. Jump off the ledge and flutter to a square ledge, then flutter again to the ice blocks that lead to a flower and warp pipe e. Enter the warp pipe to go on to the next fun challenge!

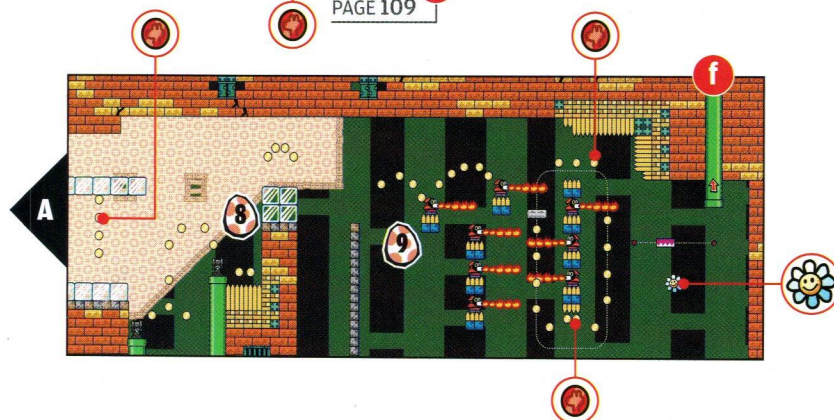






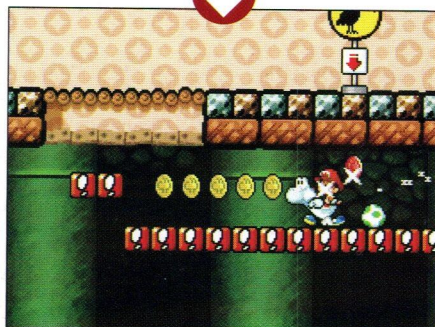
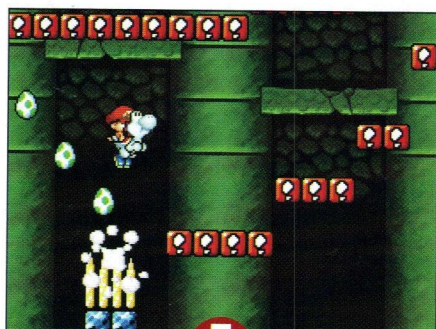
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PAGE 109



GOAL

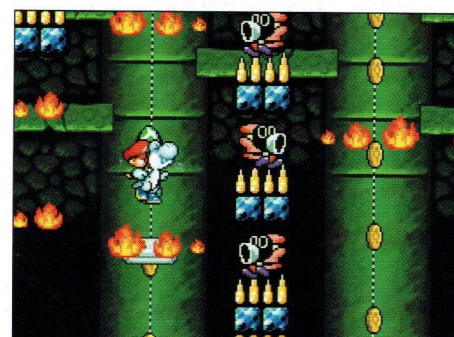
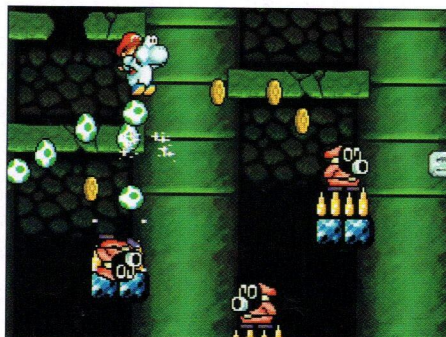
**7** From your entry point on top of the warp pipe, jump over to the switch to activate temporary platforms and temporary coins. Collect the coins in a hurry—the switch works only once—then jump to the platform above you. If you don't make it before the platforms disappear, jump down to the Chomp Rocks, where the Bungee Piranha will be happy to give you a lift.



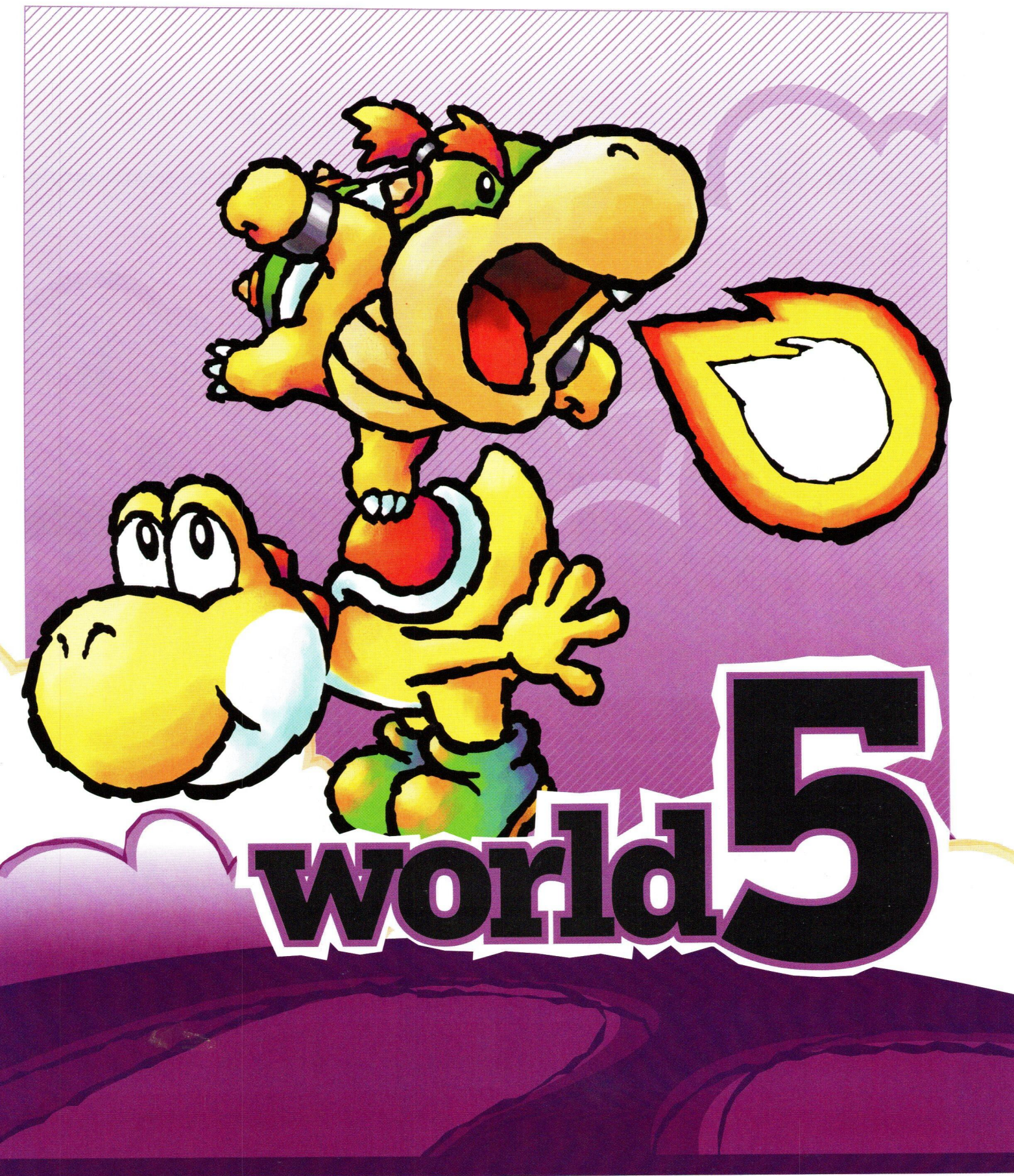
**8** You can either flutter to the two-block-wide ice ledge from a platform above it or jump from the top of a Bullet Bill beneath it. Whatever approach you take, be sure to control your momentum so you don't slide into the abyss.



**9** Jump off of the heads of the Zeus Guys to a metal platform with a face on it. The platform moves only while you are standing on it, so you need to jump and flutter to control its progress as you move past the remaining Zeus Guys. Remember to collect the flower and the red coin on your way to the goal ring.





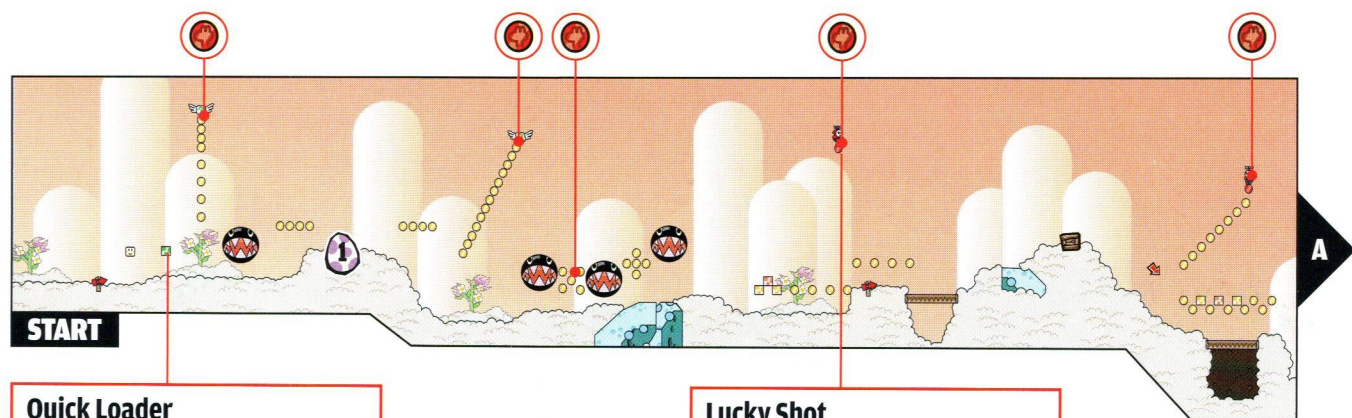




# world 5-1

rompin', stompin' chomps

An army of bouncing Chomps is ready to pulverize Yoshi and his passenger. Don't be under them when they land.



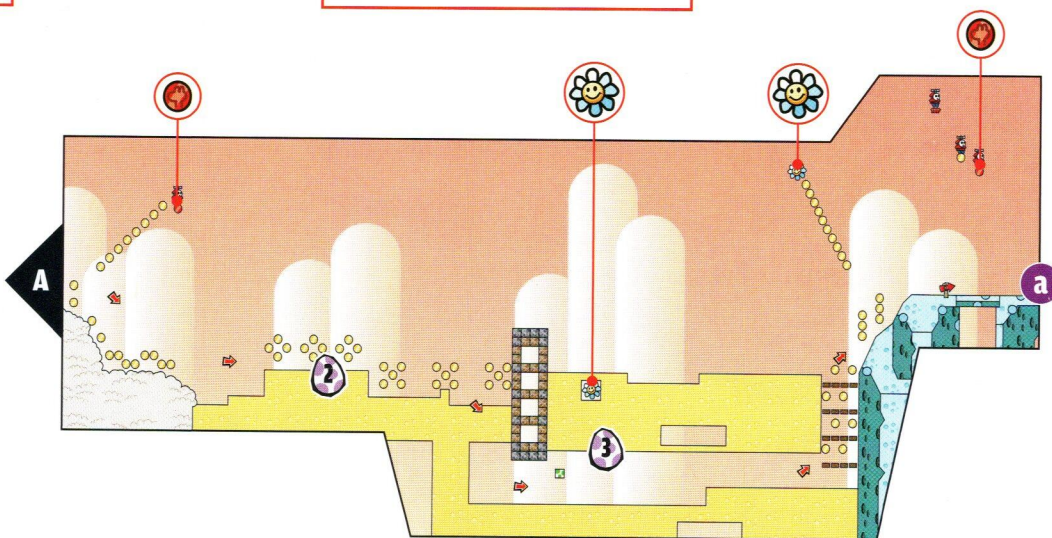
## Quick Loader

Use the few seconds of peace at the beginning of the level to collect some eggs. You'll need to shoot eggs to retrieve items.

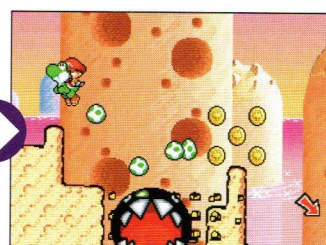
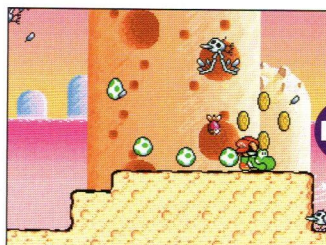
## Lucky Shot

The Fly Guy that's carrying a red coin is a difficult target to hit. You'll have the best luck if your controls are set to Hasty mode.

- 1 Use the limited space to dodge the bouncing Chomps as you wait for the screen to autoscroll. Slurp up the Fleepers to gain some extra ammo.

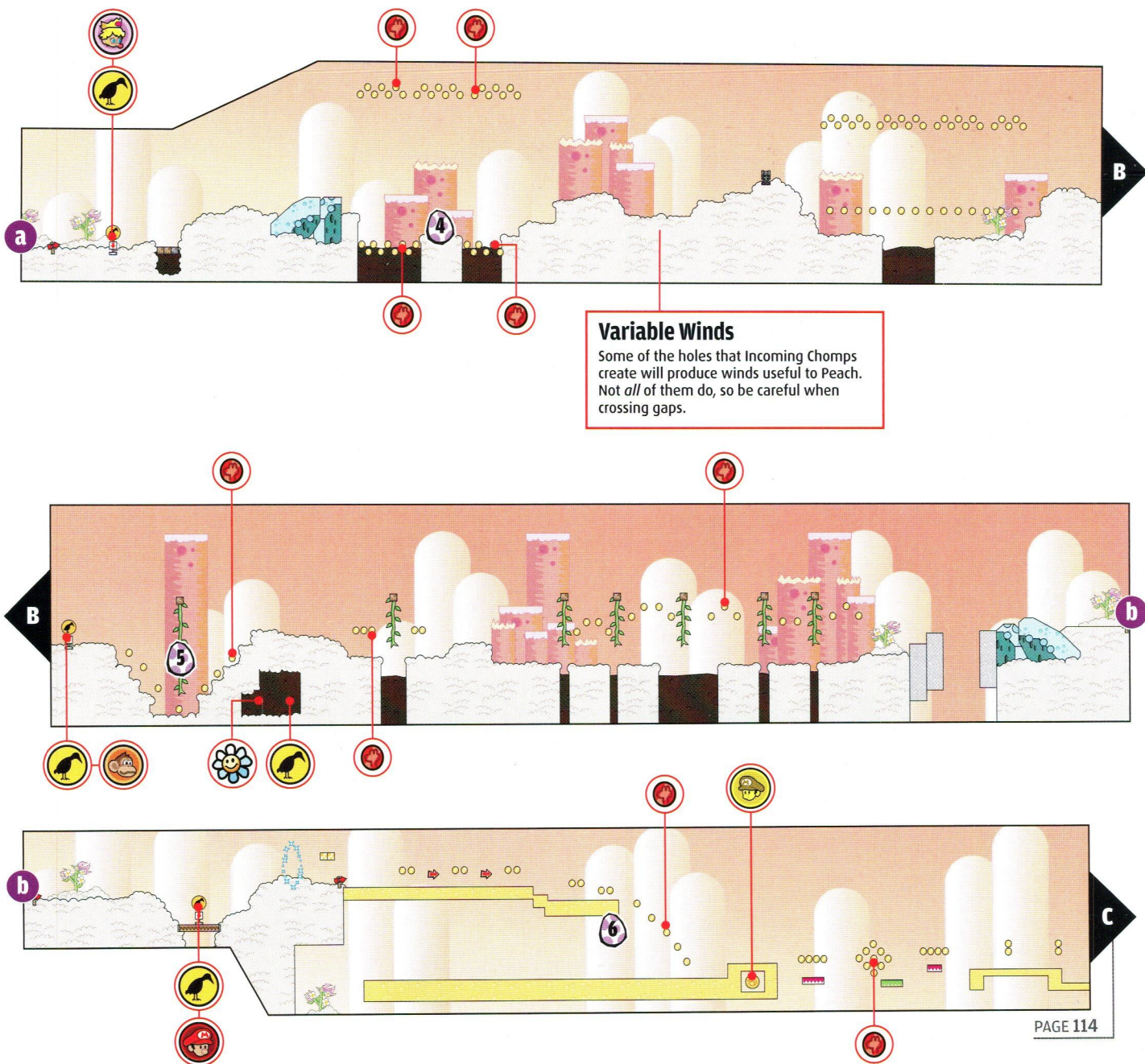


- 2 Race under the Skeleton Goonies to avoid their bombs and dodge the Incoming Chomps as they plunge into the soft ground. They'll take you down with them as they chomp into places unknown.



- 3 Head for the Egg Block then avoid one more Incoming Chomp that bears down on you. Toss an egg at the flower in the dirt above you, then race up the platforms. Shoot the flower in the sky and the Fly Guys; one carries a red coin and the other one carries a 1-Up.





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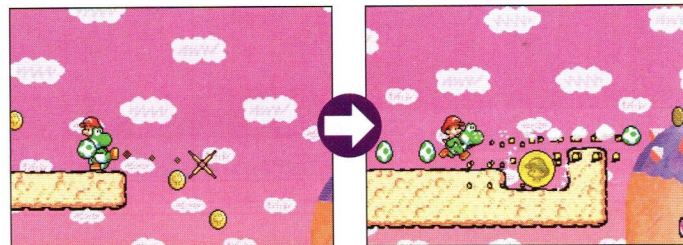
**4** Switch to Baby Peach, then ride the wind up to a row of coins high in the sky. Beware of the Incoming Chomps that dive into holes in the ground.



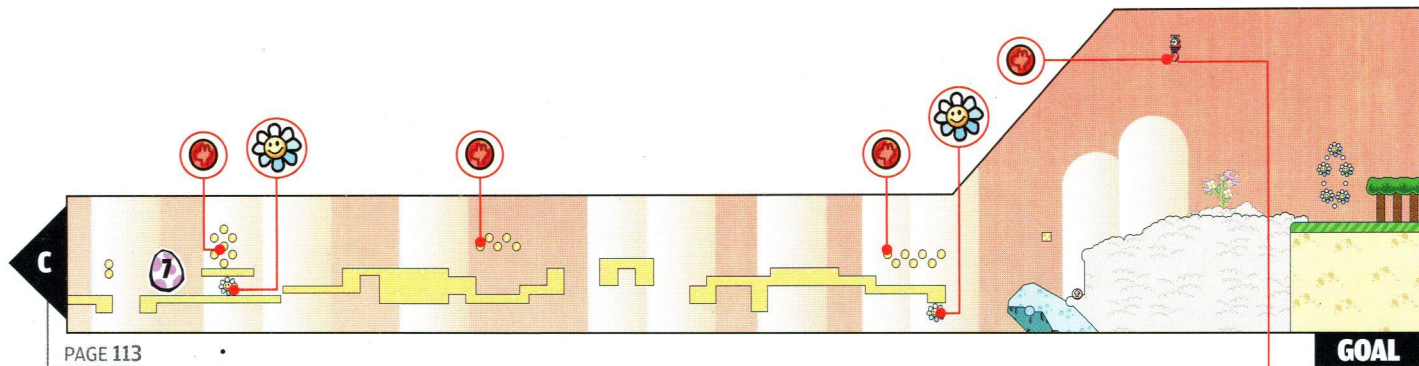
**5** To get the flower, wait for an Incoming Chomp to tear through the ground and create a cave. Grab the flower inside the cave, then switch to Baby DK at the Stork Stop so you can climb out of the pit.



**6** Wait at the edge of the outcropping above the Baby Mario Coin to stop the Incoming Chomp from swallowing the precious item (the Chomp will begin moving when you move). Lock your aiming reticle down and to the right, then jump into the red coin and fire an egg at the soft dirt to expose the Baby Mario Coin. Grab the coin quickly and move right before the Chomp arrives.

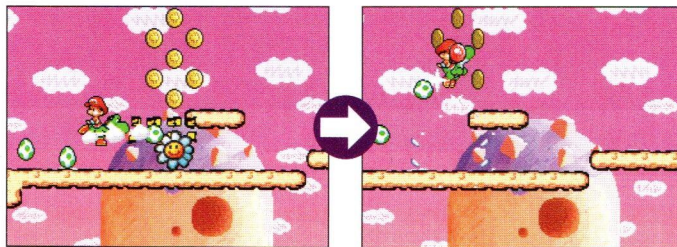






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- 7** Fire off an egg at the flower encased in dirt, then grab it and jump to the red coin without stopping. Proceed to the end of the dirt platforms, then grab another red coin before you jump to the safety of the rock outcropping. Shoot the flower behind you before you go on.



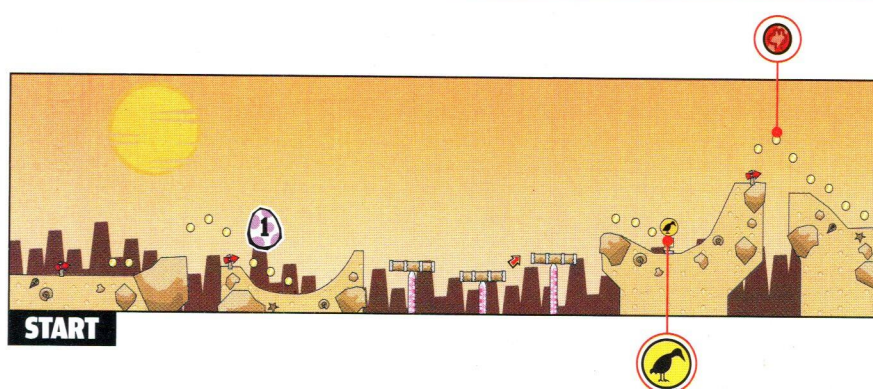
### Red Coin Rising

There's one more coin to snag before you leave this brutal level. Hit the Fly Guy with an egg to make him part with his prize.

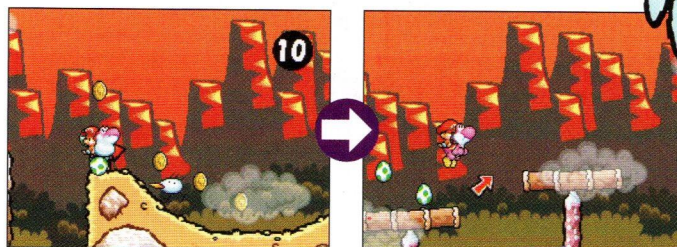
# world 5-2

## goonie heights

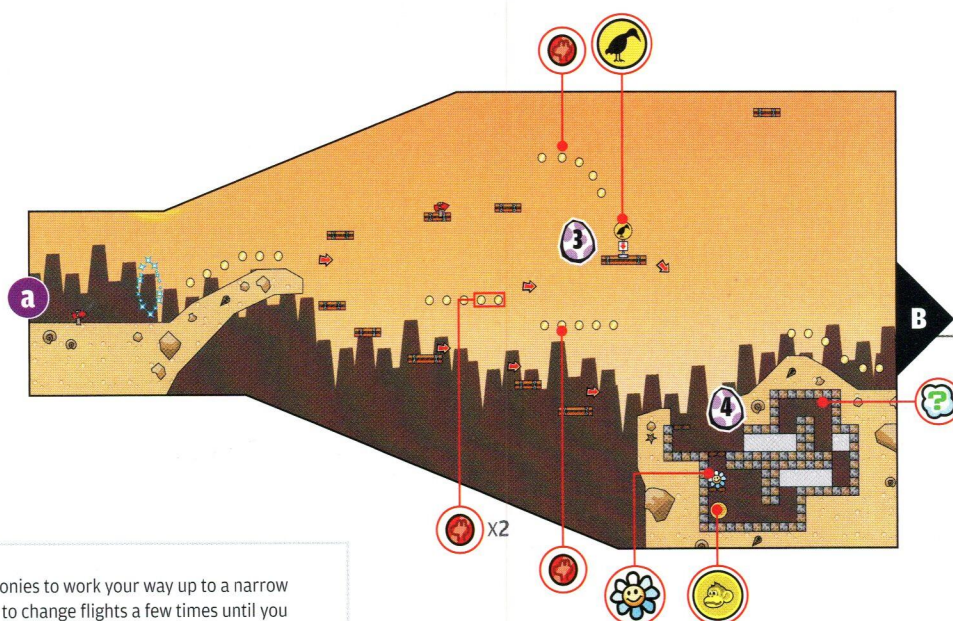
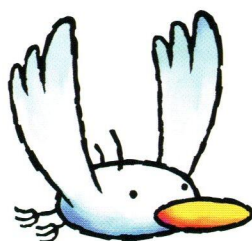
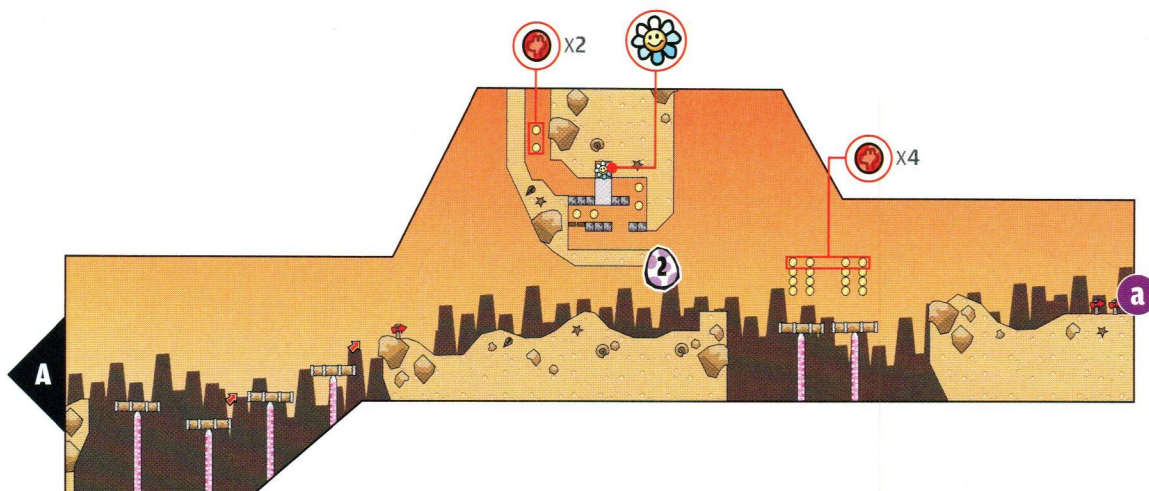
Your feathered friends, the Goonies, return to carry you to safety on their pill-shaped bodies. And the Flightless Goonies are back to annoy you.



- 1** Gobble up the Flightless Goonies as they pile over the cliff's edge like lemmings. The eggs may come in handy later. Jump and flutter across two sets of teeter-totters, then get ready for flight.

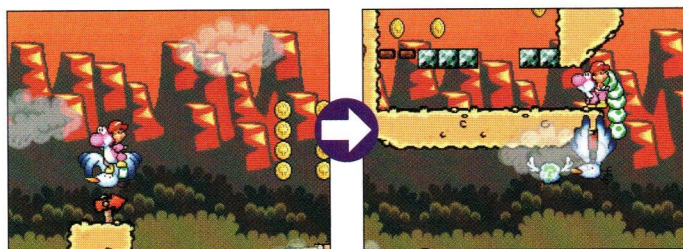






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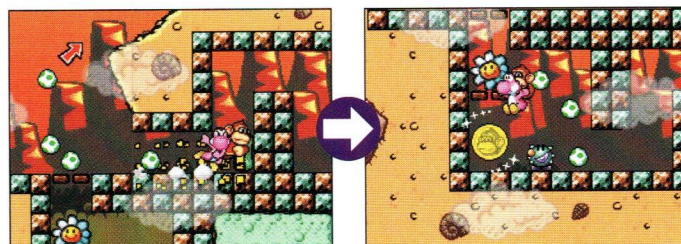
**2** Hitch a ride on one or more passing Goonies to work your way up to a narrow opening in the cliff face. You may need to change flights a few times until you get a Goonie with the correct trajectory. Pick up the flower and two red coins then get back to the business of canyon-jumping.



**3** Jump between the small platforms to the Stork Stop on a platform high in the air. (You can ride a Goonie to get there, if you prefer.) Switch to Baby DK so you can smash through stone and pick up the Baby DK Coin later.



**4** Baby DK can dash through the small maze and smash through the soft rock that blocks critical passages. Work your way to the bottom to get a Baby DK Coin and a flower.



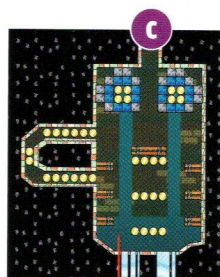
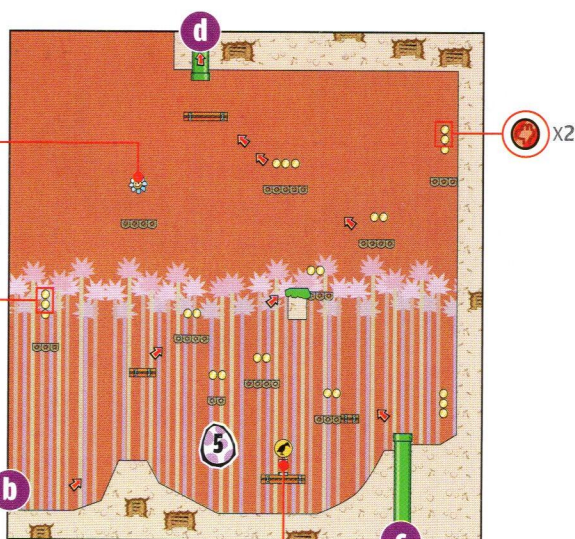
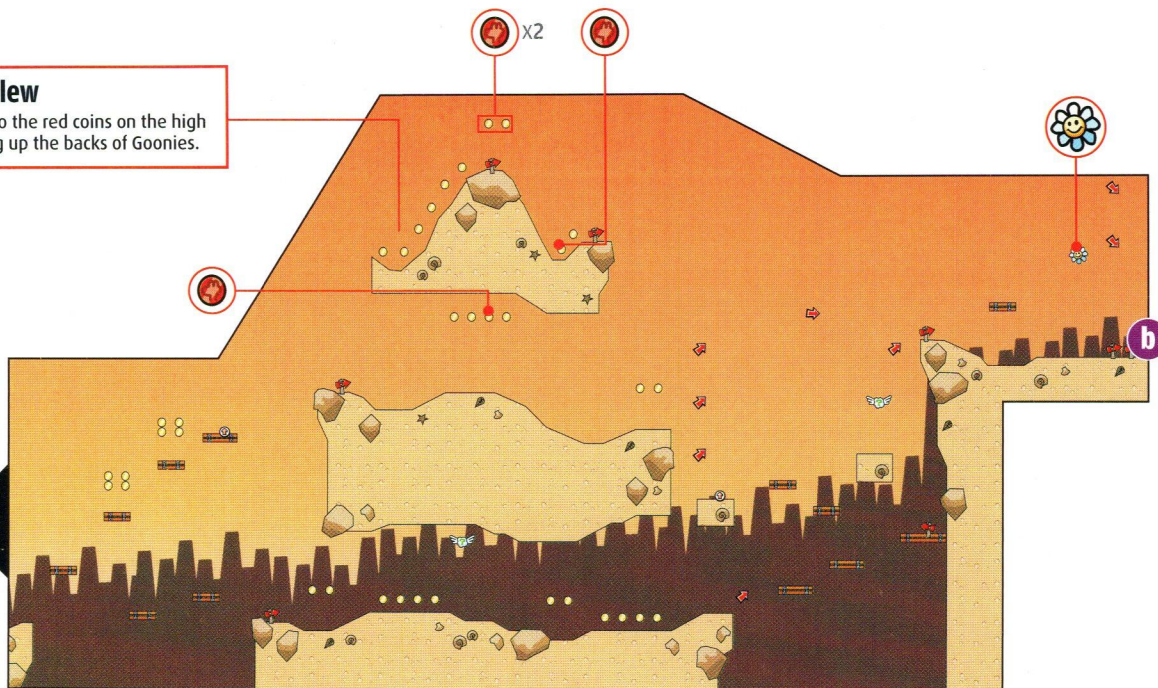


## The Avian Flew

You can get up to the red coins on the high peak by hopping up the backs of Goonies.

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B



## Pretty Vacant

The colorful underground chamber is a good place to pick up some eggs, but there aren't any important items to collect.

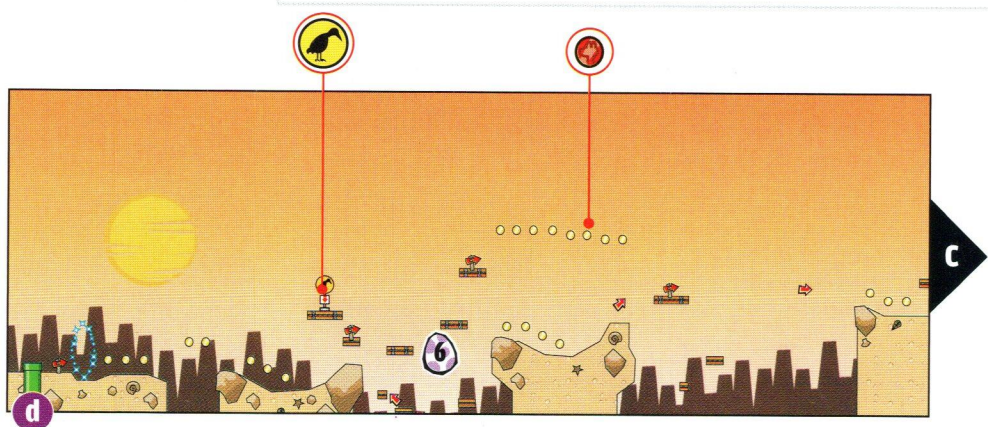
5

After your long journey across the canyons, you'll hit a wall and there will be nowhere to go but up. Be quick about it: the donuts will fall away beneath you. Use the Goonies as platforms as much as possible, and collect the red coins and the flower on your way to the pipe.

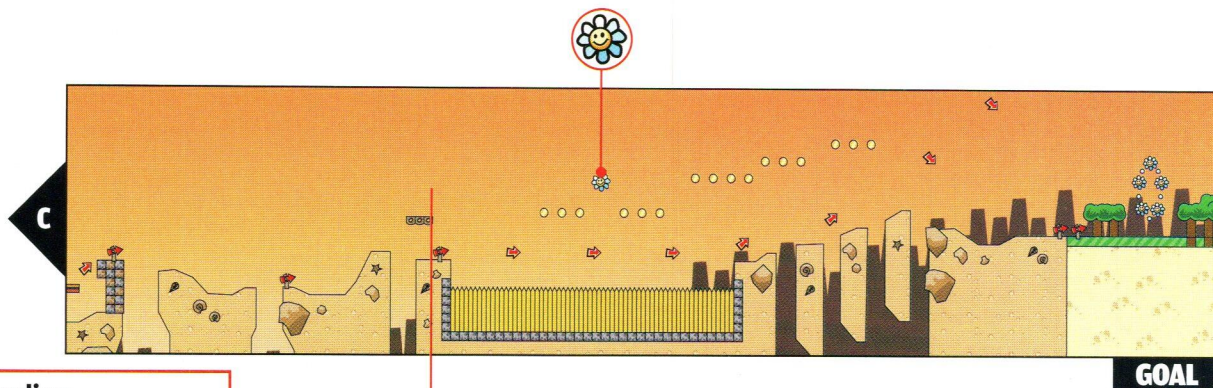


6

Ride Goonies across the last big stretch of canyon. The platforms are very narrow through this area, so do your best to stay on your feathered friends. If you fall, you may not have anywhere to land.







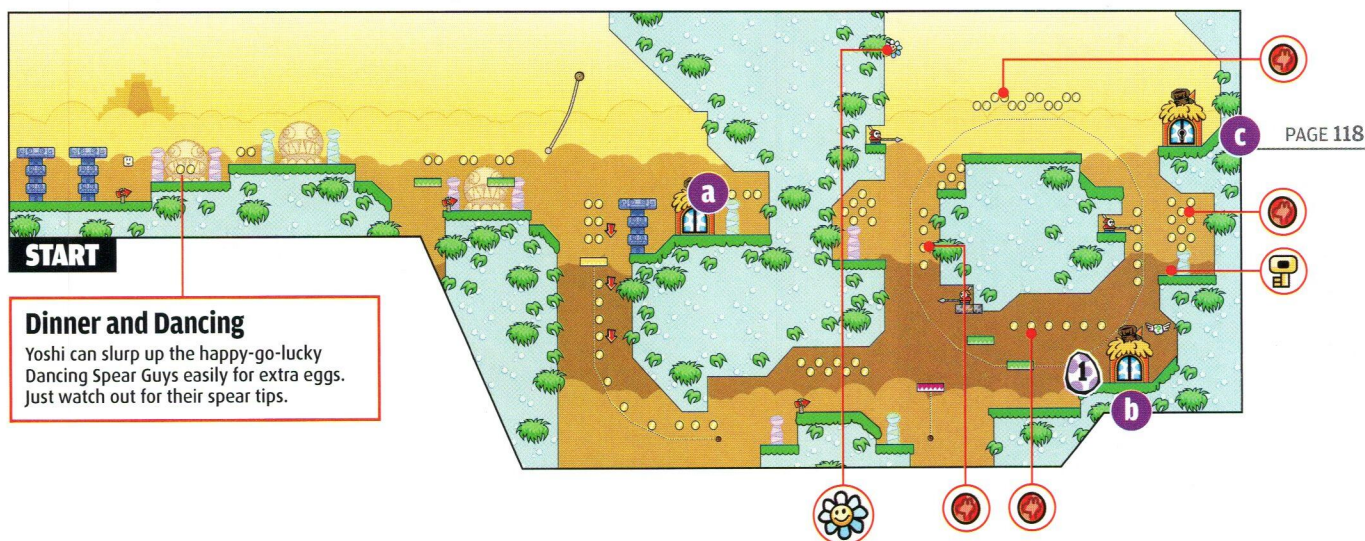
### Pinpoint Landing

You can't walk across spikes, so a Goonie ride starting here is your only option for reaching the goal ring.

# World 5-3

spear guys' village found!

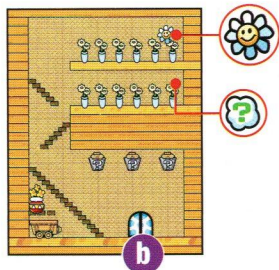
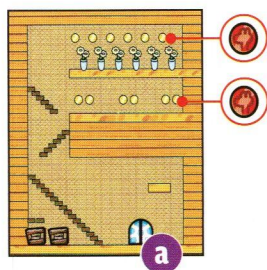
Journey back to a forgotten age when people had simple needs: food, shelter, dancing... and long spears for stabbing anyone who visits their village.



START

### Dinner and Dancing

Yoshi can slurp up the happy-go-lucky Dancing Spear Guys easily for extra eggs. Just watch out for their spear tips.

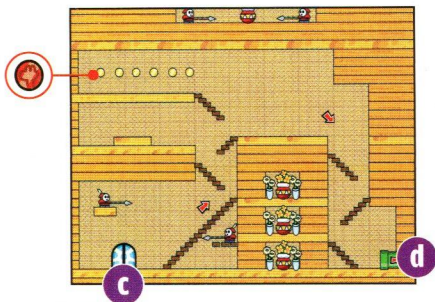


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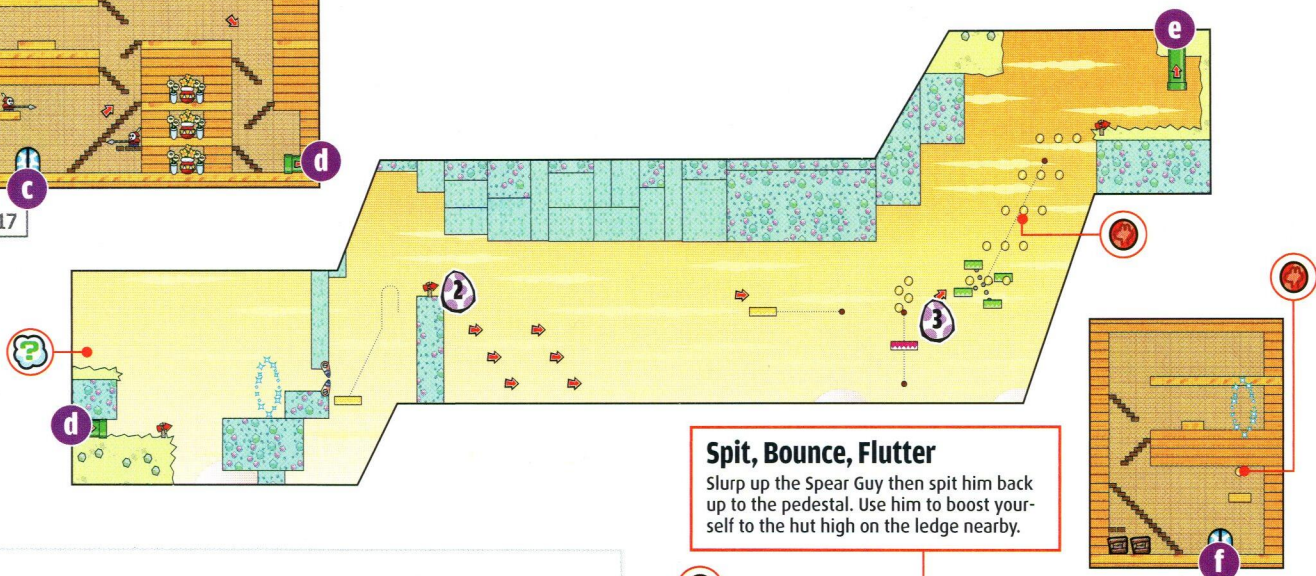
Moving platforms will revolve around a central platform after you hop aboard it. Go all the way around the circuit to pick up the red coins and a flower. Beware of the Spear Guys who try to turn you into a shish kebab as you pass by.







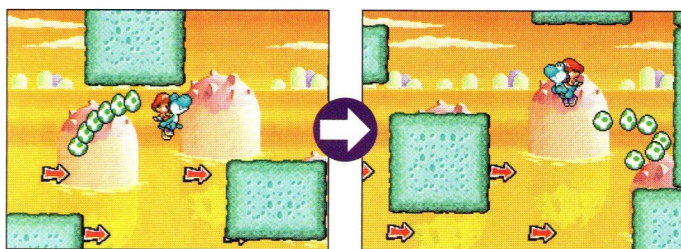
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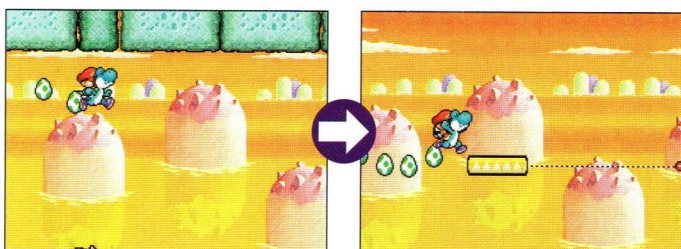
### Spit, Bounce, Flutter

Slurp up the Spear Guy then spit him back up to the pedestal. Use him to boost yourself to the hut high on the ledge nearby.

- 2** Jump through a series of falling stone blocks to reach the relative safety of moving platforms. You can work your way across the stones, or take a leap of faith and hover all the way to the pink moving platform.

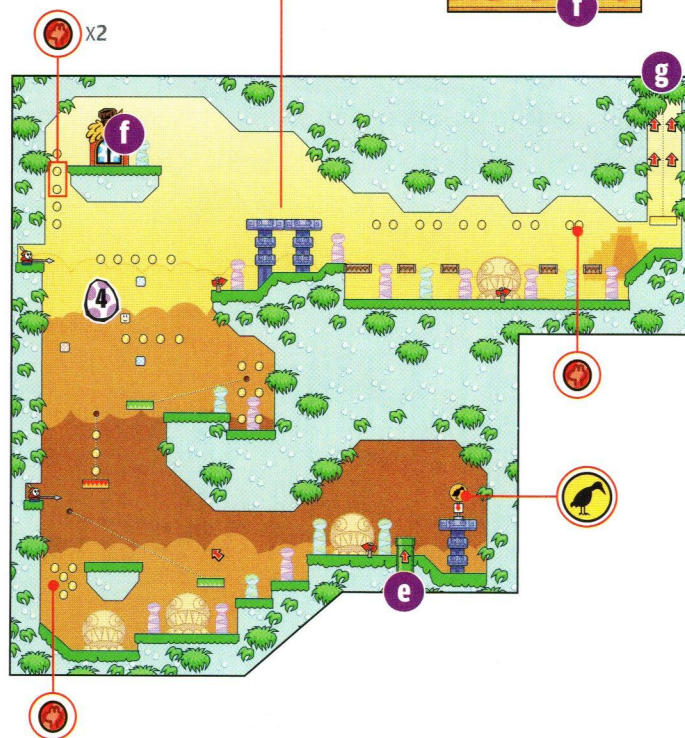
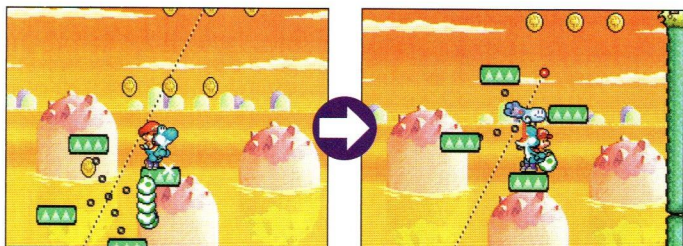


Jump to the right across the first three descending blocks, backtrack left for two blocks, then continue to the right until you reach the moving platforms.

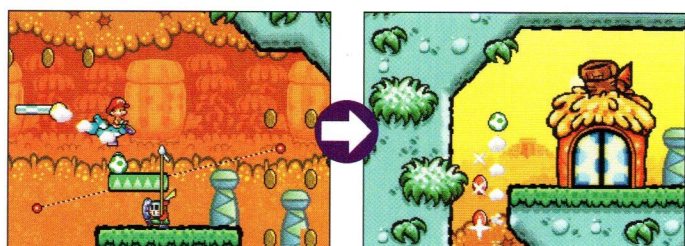


If you have confidence in your hovering ability, take a flying leap off of the first ledge, then hover to the first moving platform.

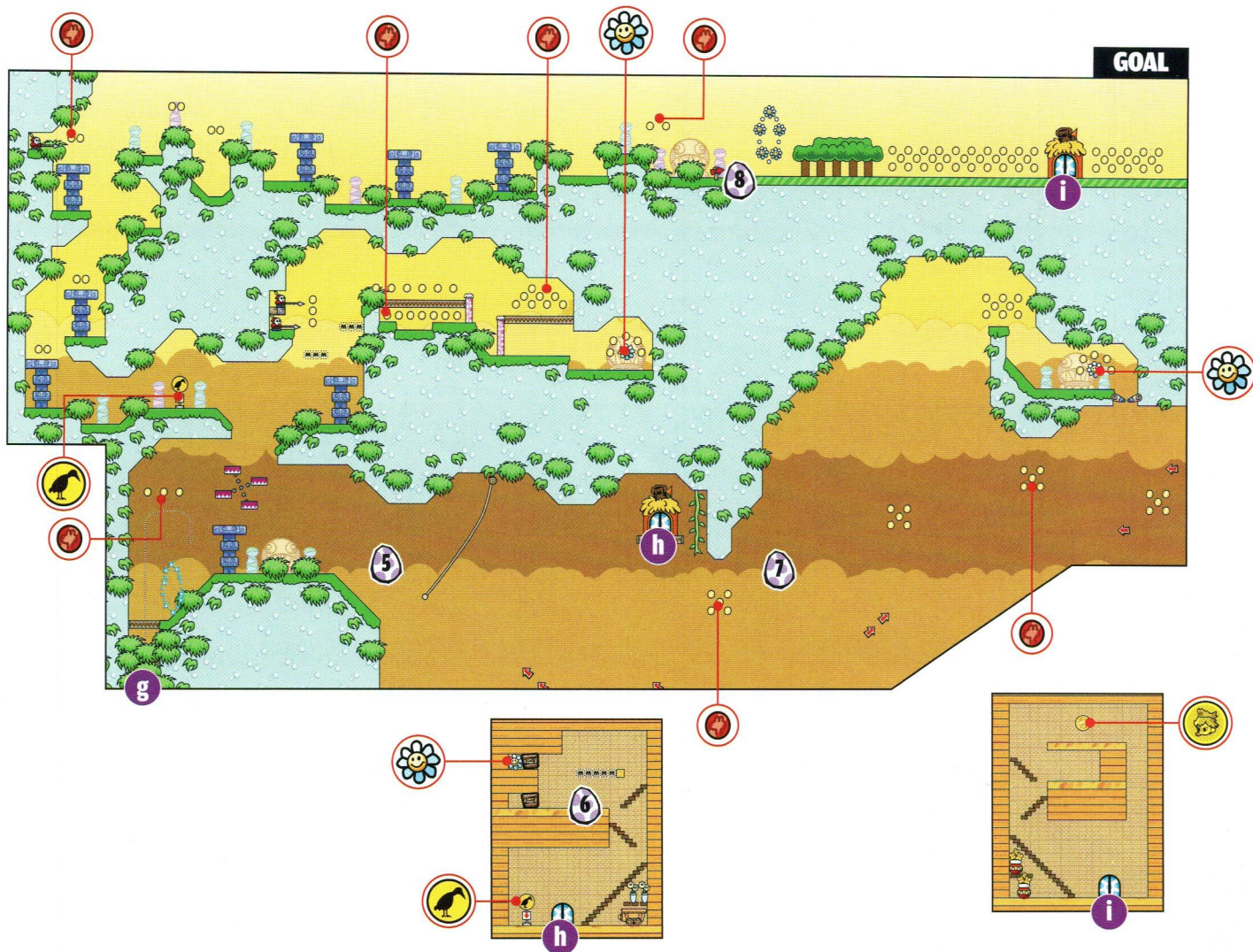
- 3** Jump on the right side of the green revolving platform to work your way up to the edge of the cliff. Watch out for Gusties that sweep past you at inopportune moments.



- 4** Toss eggs at blocks that have checkerboard patterns to turn them into platforms, then ride the platforms to access a high ledge. You can shoot eggs at the two red coins near a seemingly inaccessible hut.



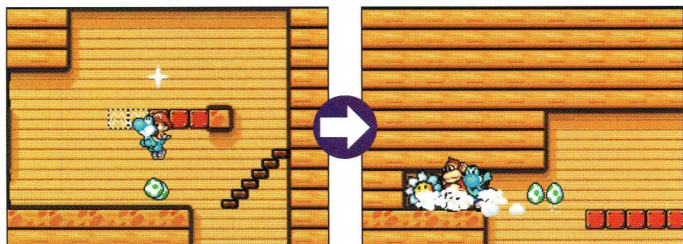




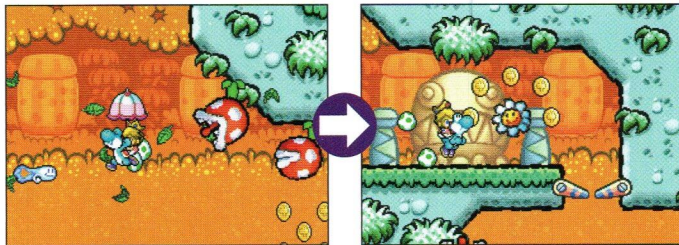
- 5** Switch to Baby DK at the Stork Stop so you can swing on the rope to reach the minigame hut, then enter the hut through door g. Remember to pick up the red coin beneath the hut before you leave the area.



- 6** The small chamber inside the hut has its own Stork Stop; switch to Baby Mario, activate the M Blocks, then use Baby DK to dash into the crate. Grab the flower then head back to the Stork Stop before you leave.



- 7** Switch to Baby Peach at the hut's Stork Stop then let the wind carry you to a red coin and a flower. Watch out for Gusties and several Piranha Plants that guard the bottom of the platform near the red coin.



- 8** After a relatively easy stretch of item collection at the end of the world, the goal ring almost comes as a surprise. Then you'll realize that Yoshi has a Shy Guy on his back instead of a baby. Avoid the Bandit in the bushes—he's the one that pulls the switcheroo. If he does steal the baby, chase him down and ground-pound him.





# world 5-4

## the fort of moltz the very goonie

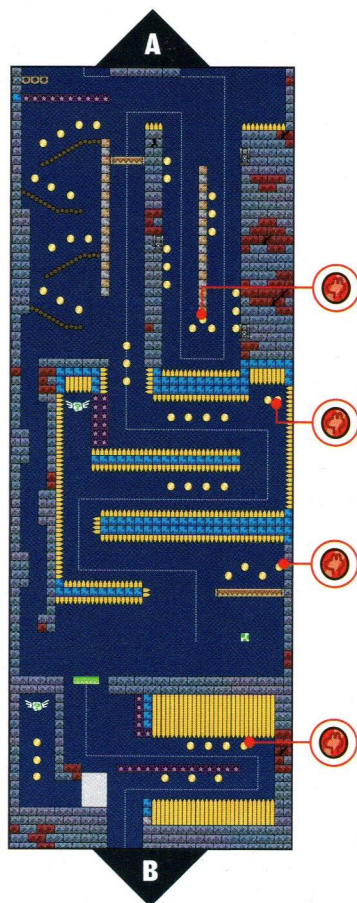
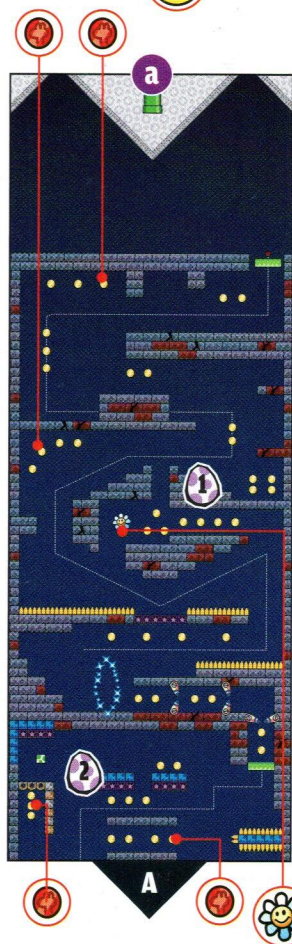
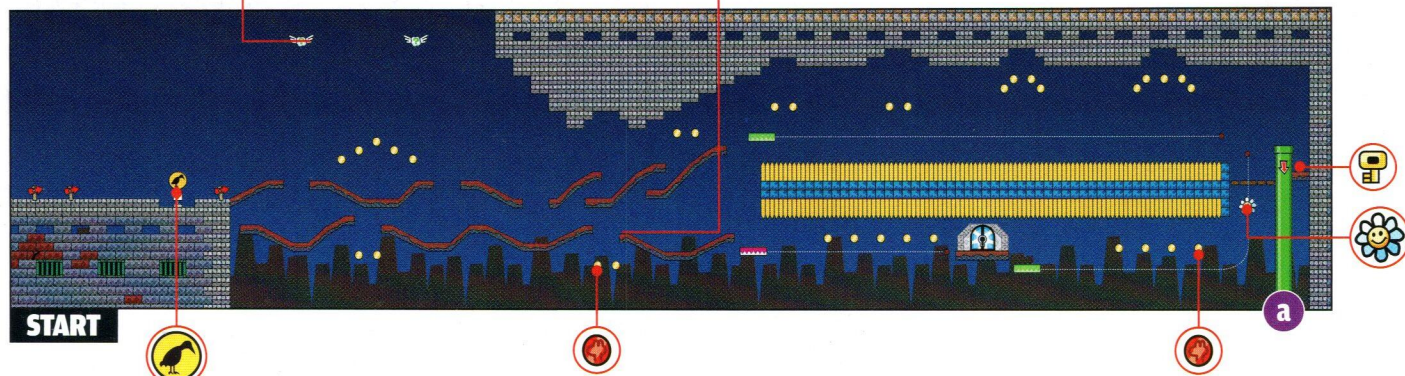
Surviving the fort's lethal defenses is enough to ruffle anyone's feathers, but the brutal battle at the end may leave you totally plucked.

### Weather Report

Adjust the screens so you can see the Winged Clouds above you, then be ready to scoop up coins and stars after you shoot them.

### Drop Shot

Fire an egg from the ledge to snag the red coin.



1

Ride the moving platforms that travel above and beneath a double-sided row of spikes.

Jump and hover cautiously to grab coins and the flower—the platforms won't wait for you.



2

Jump to the donuts and let them fall beneath you so you can grab a red coin. Just be sure you meet up again with the moving platform.

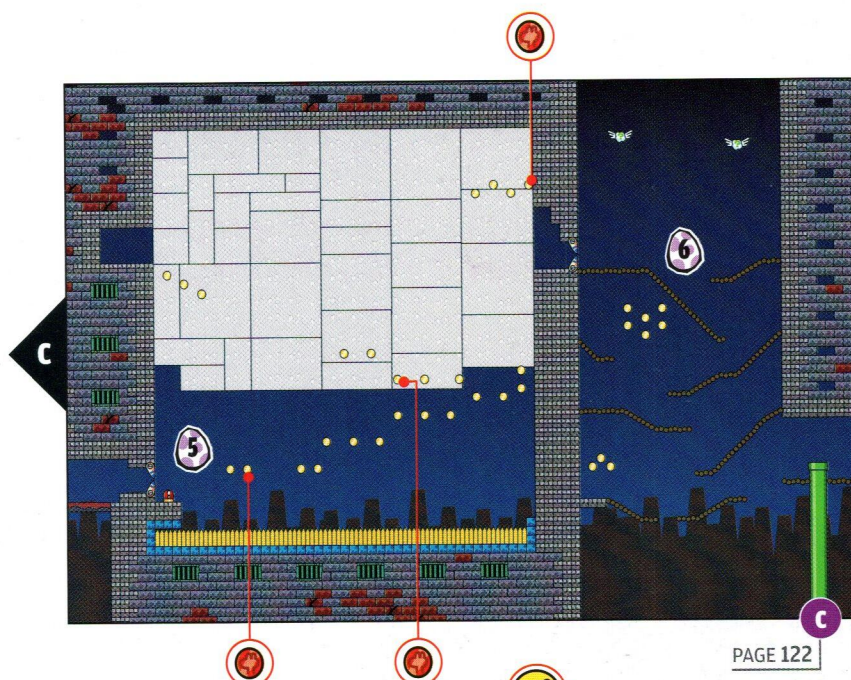
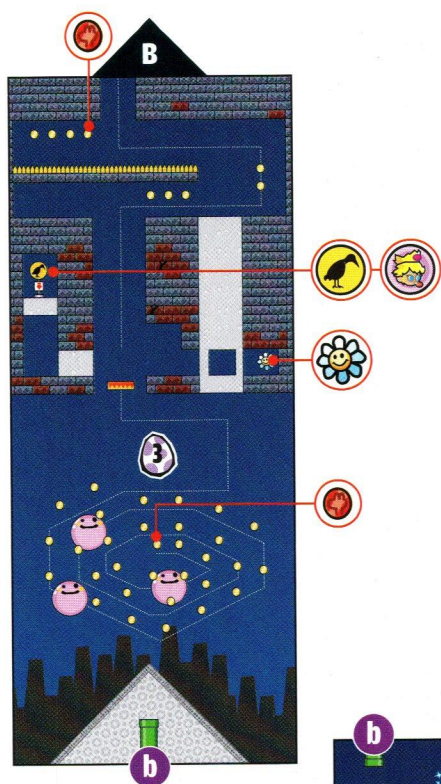


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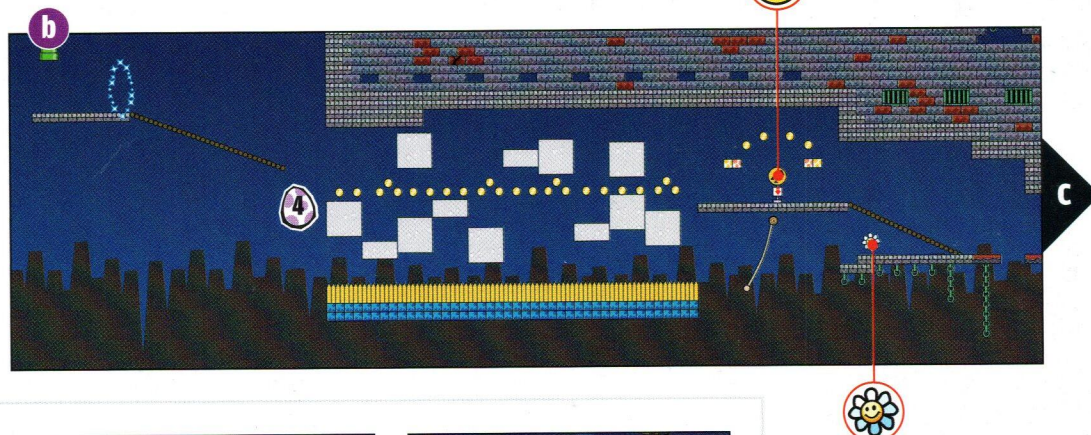
Baby Peach can use the winds to pick up coins on the way down to the warp pipe. When you finally drop, control your fall so you can land safely on the pipe.



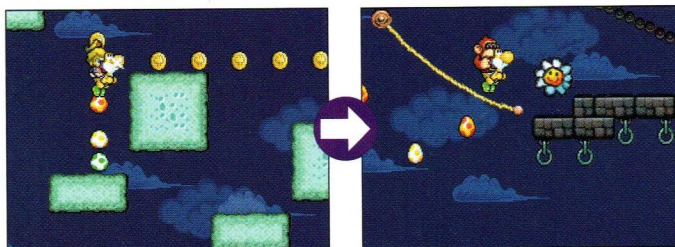




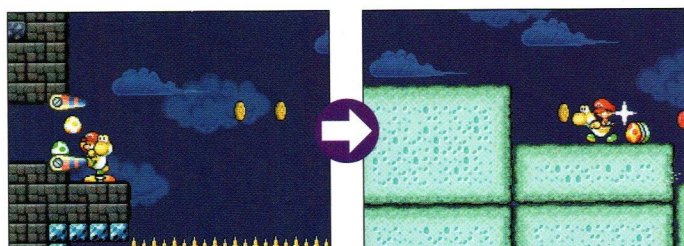
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**4** Jump across a row of stone blocks while you collect some coins. The blocks move in regular patterns—avoid the ones that can crush you against the ceiling. When you reach the Stork Stop, switch to Baby DK so you can swing to the flower.



**5** After you hit the switch, move quickly up the stairs formed by the falling blocks: first go all the way to right wall, then go left up to a safe alcove where you can wait for the last blocks to pass.



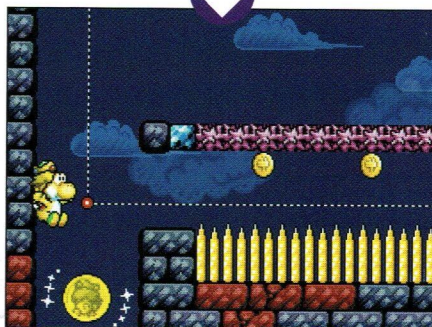
**6** Run the Drool-Hard gauntlet to reach yet another warp pipe. Keep moving so they can't get a lock on you with their crosshairs. Stun them temporarily with eggs if you can't avoid them.





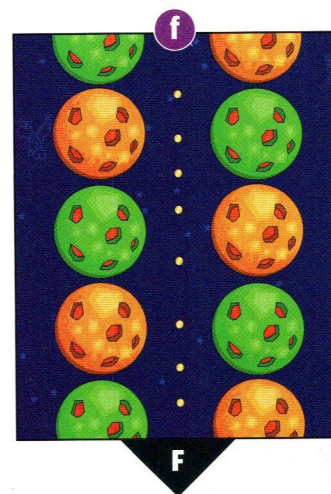
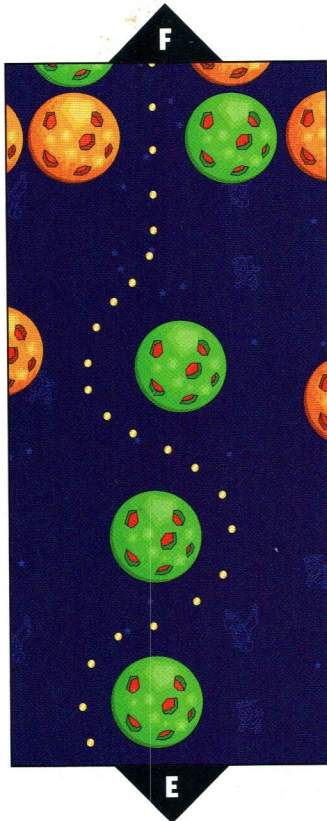
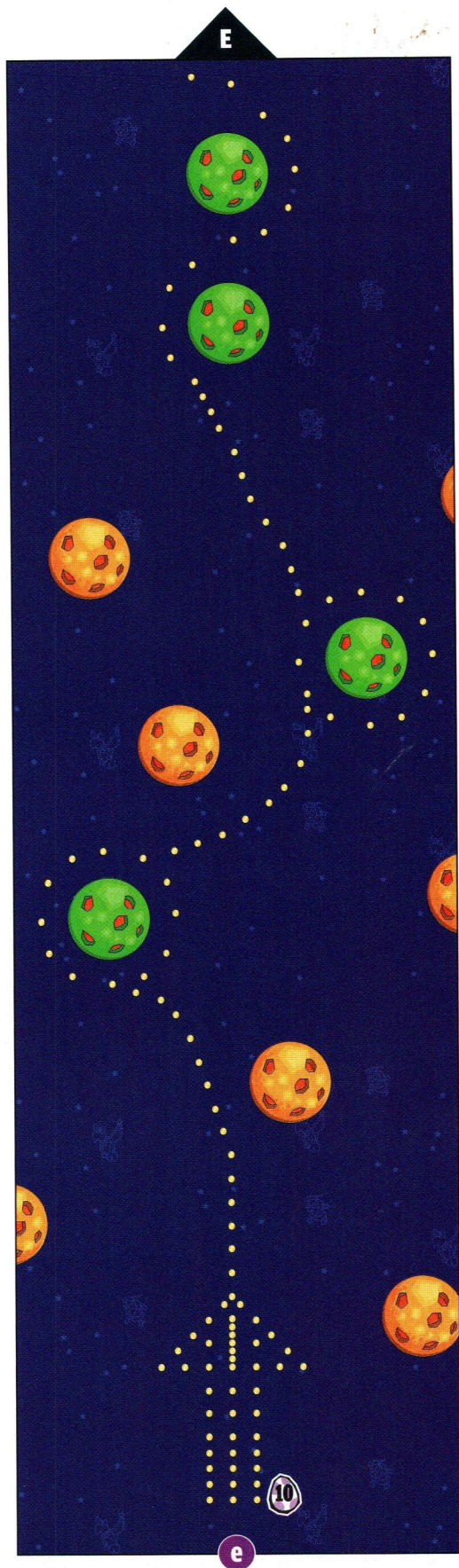


A screenshot from the video game Super Mario Bros. The scene is set in a dark, cave-like environment. Mario, wearing his iconic red cap and overalls, is standing on a small wooden crate. Above him, a Goomba enemy is flying through the air. To the right, a red platform with a Piranha Plant is visible. The background features dark blue clouds and a series of yellow spikes along the bottom edge. The game's status bar at the bottom shows Mario's health, a coin counter, and a timer.



A screenshot from the video game Super Mario Bros. The scene shows a side-scrolling level. On the left, there is a large blue pipe with two yellow coins floating inside it. To the right of the blue pipe is a green pipe. The ground is made of red and blue brick blocks. A small green enemy, a Goomba, is standing on the ground near the green pipe. The sky is blue with some white clouds.





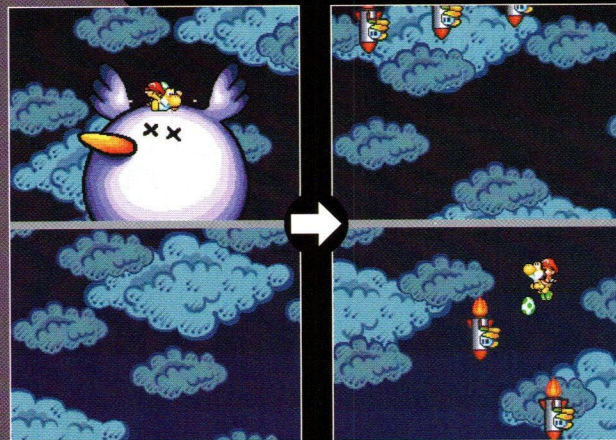
10

Take a break and cruise the solar system in a stylish Yoshi rocket ship. There's very little danger here—just a few enemy ships to avoid. It's not a bad idea to score a few 1-Ups before you fight Moltz, too.

## BOSS

### Moltz the Very Goonie

Both Yoshi and Moltz are falling throughout the battle, so the trick is to avoid getting bumped and losing whatever baby you're carrying. Flutter to position yourself above the boss, then ground-pound its head to score a hit. After suffering a successful attack, Moltz will back off and enemy rockets will attack. Avoid them, then start the process over again when Moltz returns to the foreground.





**Let's go for a hike! You say you're tired? Don't want to get burned in the lava? Too bad! Keep moving—there's plenty of cave to explore and fun to be had!**

## the cave that never ends



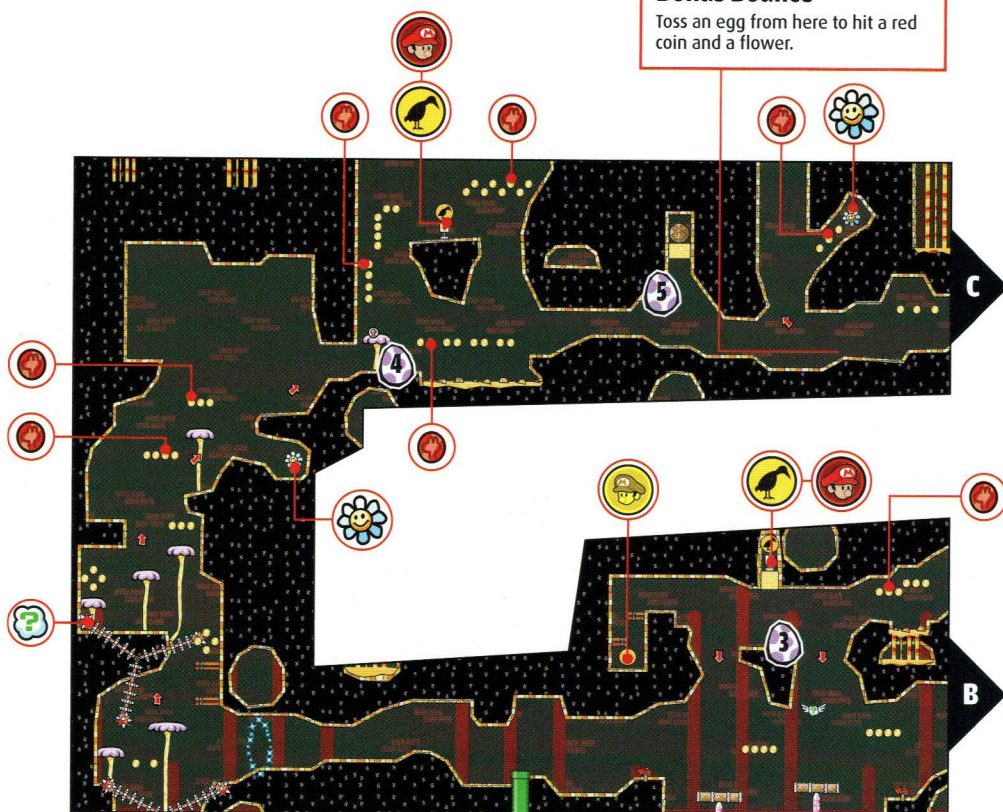
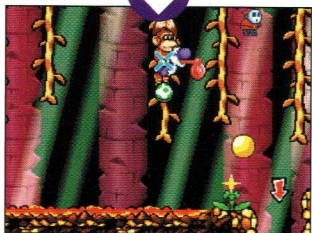
Yoshi's tongue is the best defense against Skeleton Goonies. You'll need the eggs that result from their capture.

## Peckish for Pokeys

Turn enemy artillery into ammo for some upcoming tasks.

## Bonus Bounce

Toss an egg from here to hit a red coin and a flower.



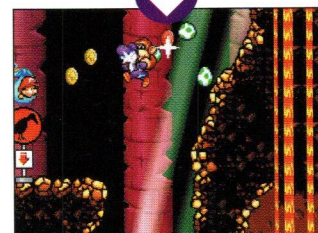


- 2** Use Baby Peach to float down on the breeze through a coin-laden tunnel. Slurp up some Gusties on the way down if you need to restock your egg supply.

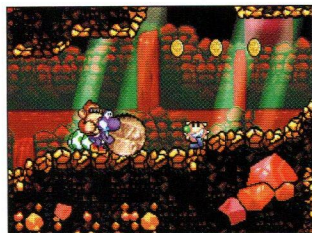


- 3** Toss an egg at the dirt to reveal a Stork Stop. Switch to Baby Mario so you can use his speed to grab a nearby red coin.

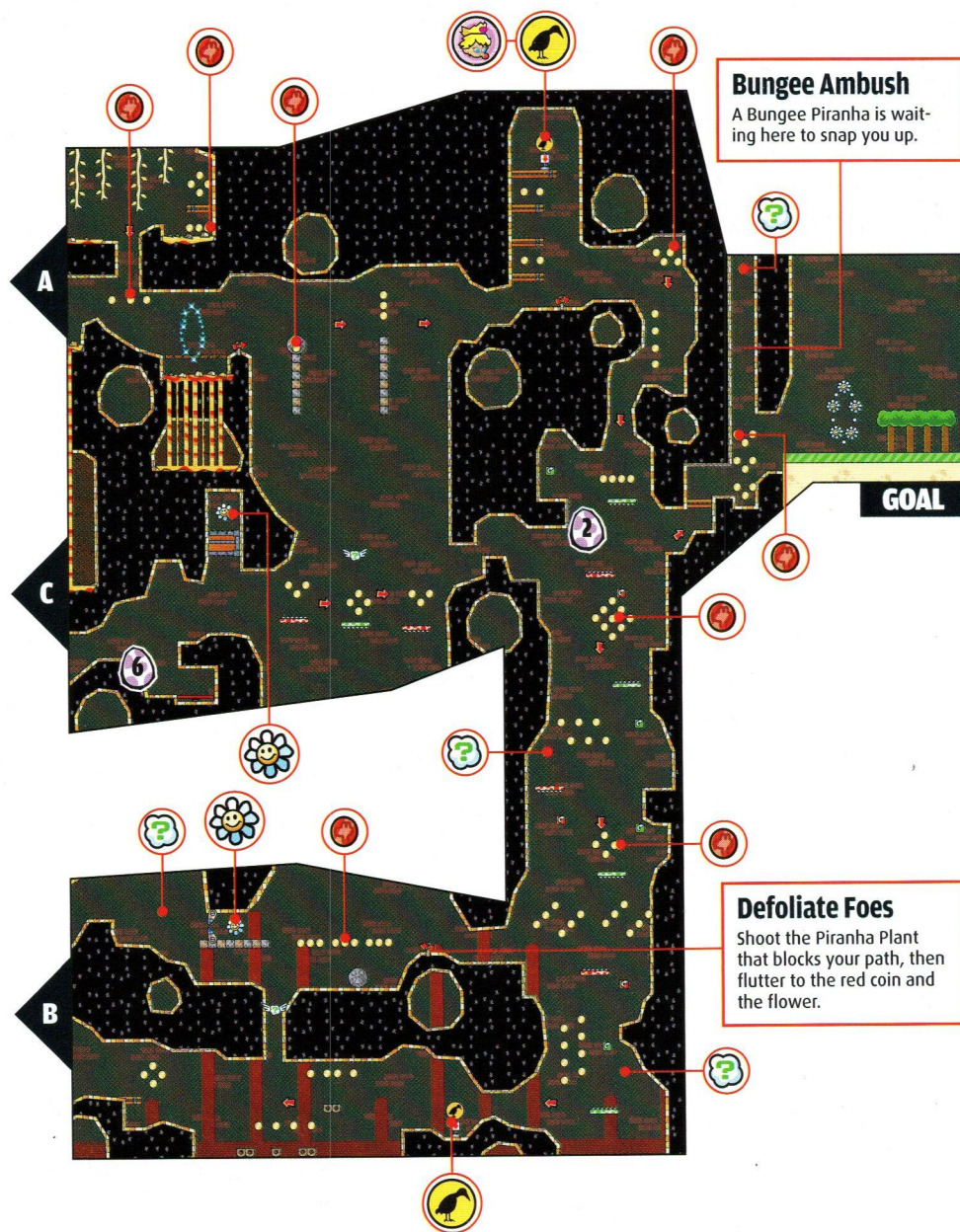
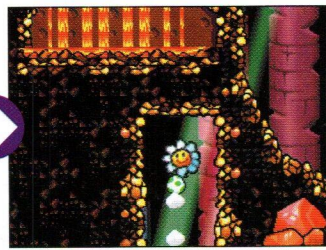
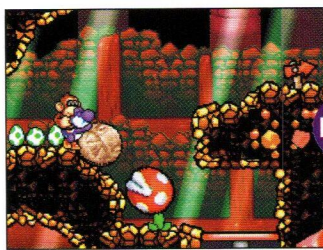
- 4** Jump and flutter to collect the red coin above the lava, then bounce off the spring ball to a ledge above you. Grab the red coins then jump back down to bypass the lava flow.



- 5** Toss an egg at the dirt to release a Chomp Rock that can clear away Tap-Taps on the path ahead. You'll need the rock later to activate a switch.



- 6** Time is short, and pushing the Chomp Rock is slow, difficult work. Concentrate all your effort on maintaining forward momentum—you cannot pause for an instant, or you'll need to start over at the middle ring. Drop the rock on the switch, collect the flower by using an egg, then rush to the goal ring.



### Bungee Ambush

A Bungee Piranha is waiting here to snap you up.

### Defoliate Foes

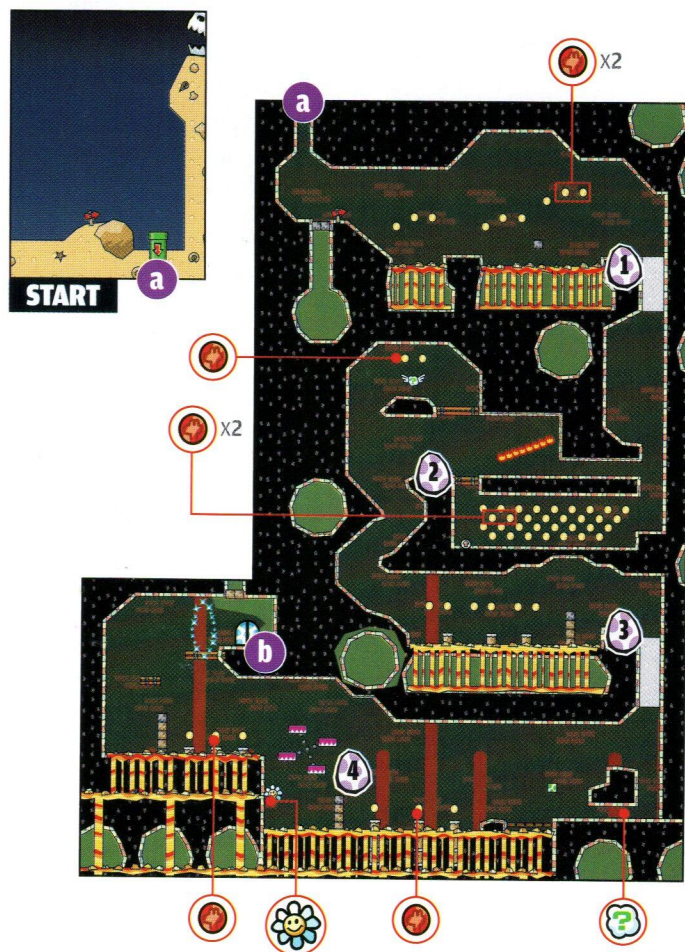
Shoot the Piranha Plant that blocks your path, then flutter to the red coin and the flower.

GOAL



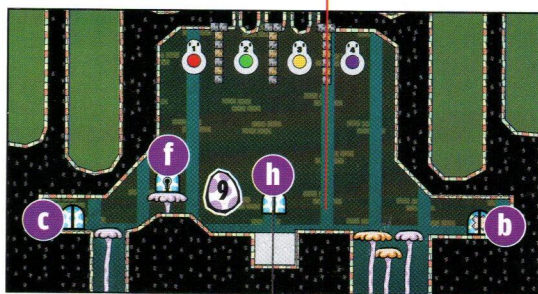
# World 5-6

find the number ball!



## By the Numbers

Return to this room with the four numbered balls from the large cave. You can bring all of them at once, or make a special trip for each of them.

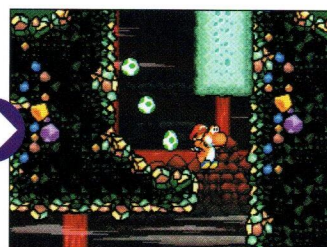
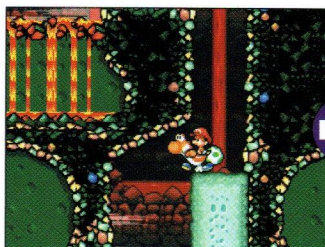


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If World 5 has taught you anything, it's to love lava. Get ready to experience some very warm feelings as you track down four numbered balls.

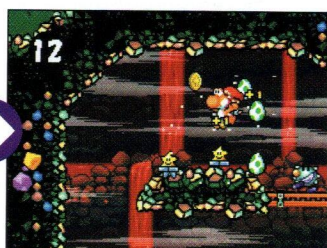
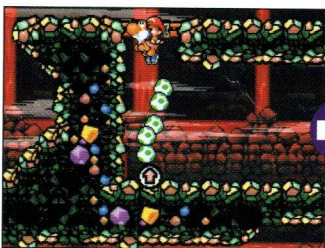
1

Touch the stone block to make it start falling, then slip around and under it when the passageway widens. The block moves slowly, so you should be able to beat it to the bottom, where you can access a bunch of coins and a spring ball.



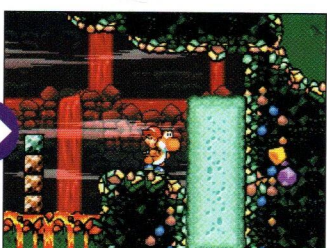
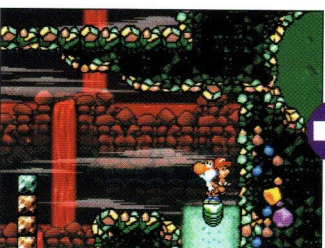
2

Use the spring ball for a big bounce up to a platform near a Boo Guy and a Tap-Tap. Shoot the Winged Cloud to release stars, and snag the red coin before you head down to do more lava-jumping.



3

Step on another moving stone block to activate it, then step off before it crushes you into the ceiling. When it starts moving down, jump to the Egg Block to collect some ammo.

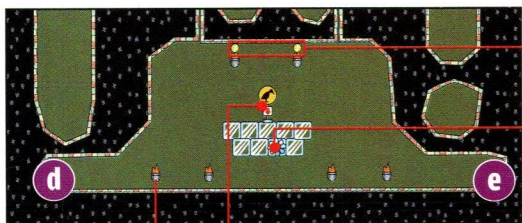


4

Shoot the Blargg in the lava to stun it, then carefully jump across the small pillars to the revolving platforms. Pause to avoid being blasted by the Hot Lips lava.

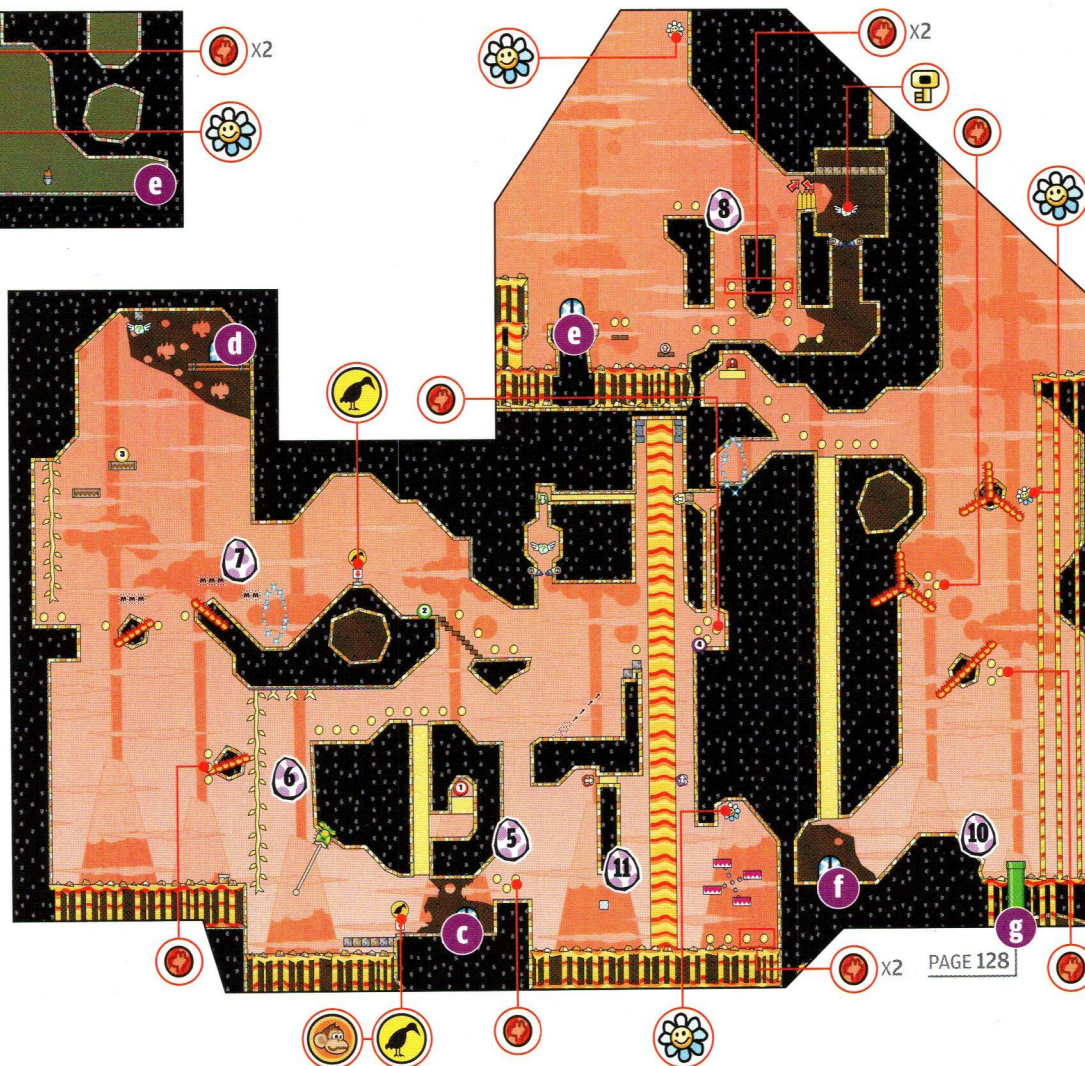






### Fire Eater

Slurp up the torches so you can melt the ice blocks and make the Stork Stop drop to the ground. At the Stork Stop, switch to Baby Mario—he'll let you pick up a key later.



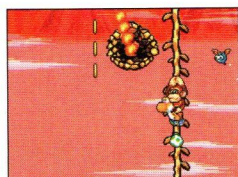
**5** Toss an egg at the revolving Arrow Block to send it into a Winged Cloud. The Winged Cloud will create a stairway. Toss a second egg up the vertical shaft to clear out the dirt that's clogging it.



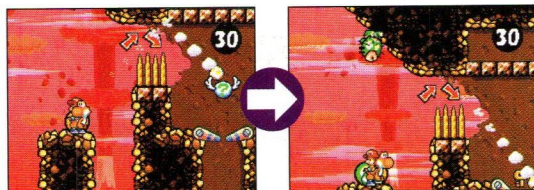
**7** Grab the 2 ball, then switch to Baby Mario to hit the M Blocks. Return to the Stork Stop, switch to Baby DK, then collect the 3 ball. Hit the Winged Cloud to reveal a vine.



**6** Switch over to Baby DK, who can climb the vines to the ledge that leads to the 1 ball. If you haven't cleared the shaft, ground-pound through the dirt.



**8** Bounce from the spring ball up to the ledge, then shoot the flower above you to collect it. Bounce an egg in the direction of the arrows to release a key from the Winged Cloud. Launch another egg to knock the key through the flippers.



Replenish your ammo by eating Pokeys. Be careful not to toss away any of the numbered balls.

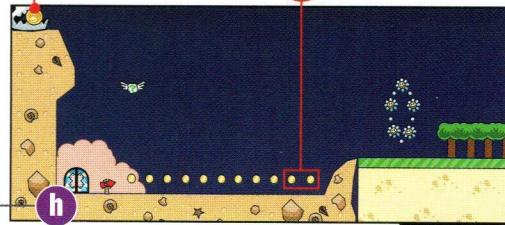
**9** Take the key and the numbered balls to the room where the ball slots are, then toss the balls in and unlock door f, which leads to the other side of the main chamber.

**10** Head down the pipe, kill all the Piranha Plants to reveal platforms, then switch to Baby Peach at the Stork Stop. Return to the main room then catch a breeze up to the ledge that leads to a switch and a middle ring. You can always shoot the red coin before your flight—it's very close to the spinning fireballs.



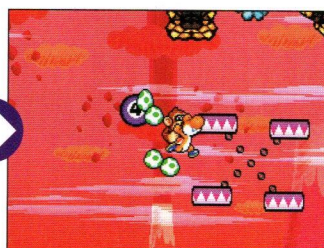
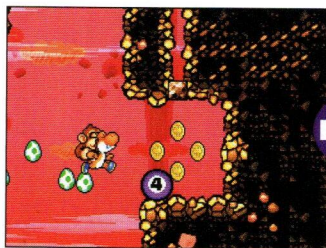
Stomp the switch to stop the lava from flowing, then ground-pound through soft stone to get back to door f.





11

Head up to the 4 ball through the lava-free chasm, and ride a moving platform to pick up the flower and a red coin above the lava.



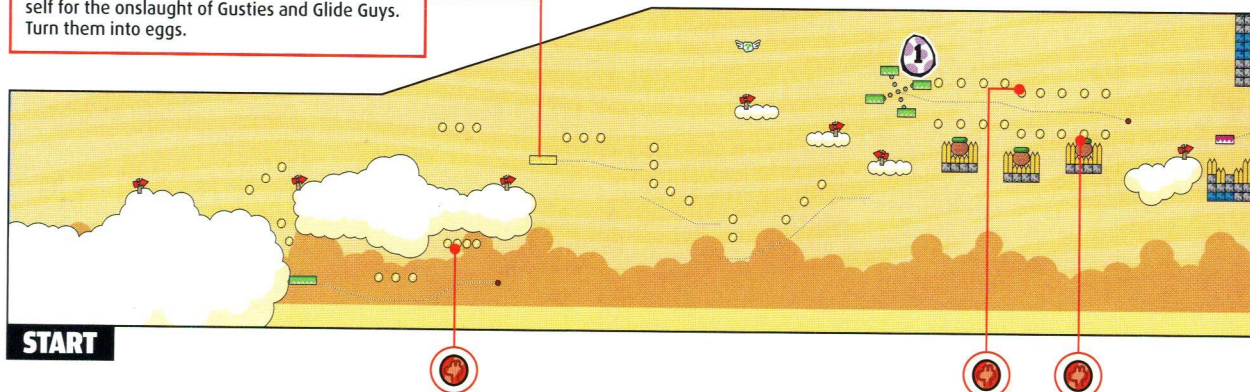
# world 5-7

superhard acrobatics!

World 5 hasn't exactly been a cakewalk so far, so you know they aren't kidding when they say "superhard." It's not a typo.

## Bumpy Ride

Jump on the moving platform then prepare yourself for the onslaught of Gusties and Glide Guys. Turn them into eggs.



1

Toss some eggs to flip over the Potted Ghosts, or they will make you miserable as you ride the revolving platform. Use the Pokeys to stock up on ammo, then head for the moving pink platform.

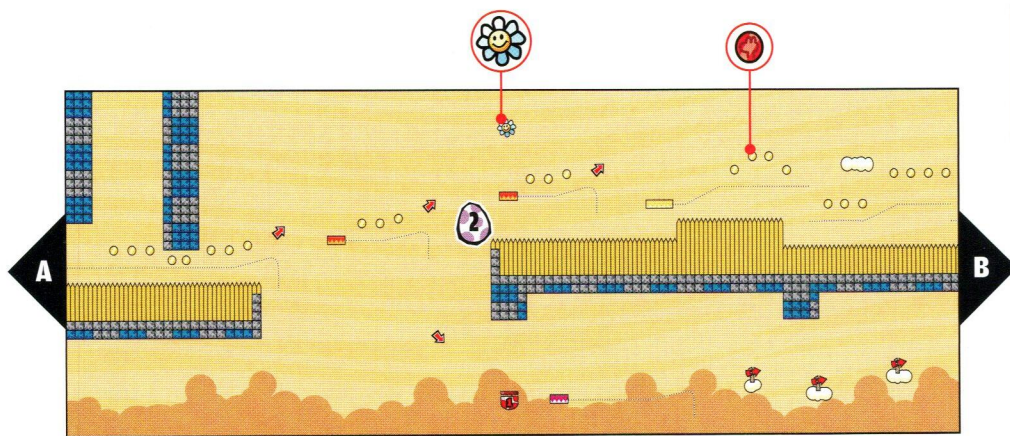


2

Jump on top of the Para-Koopa to give yourself an extra boost to a moving platform. Dodge the egg attacks of the Baseball Guys, or just slurp up the projectiles to add to your stash.

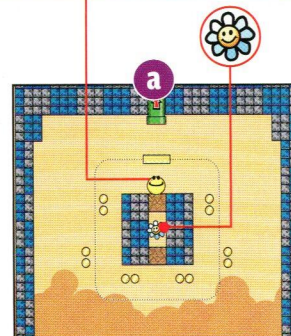




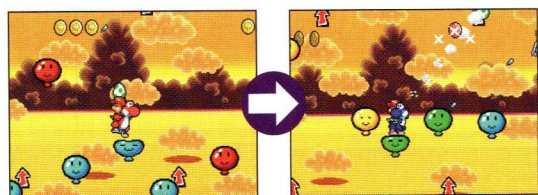


### Burst His Bubble

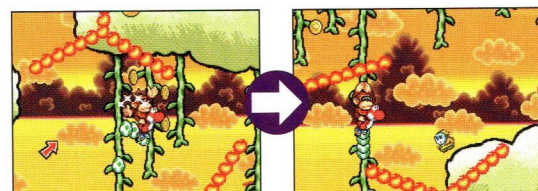
Overfeed the Gobbler to make him pop, then ground-pound to break through to the flower. Ground-pound again to land on the platform.



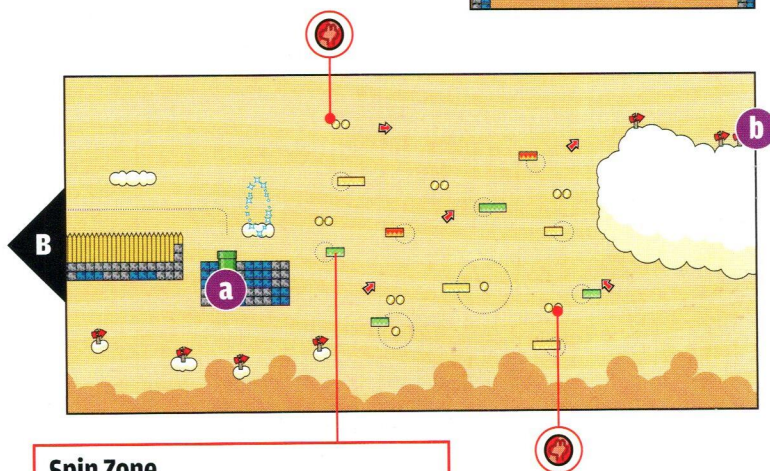
- 3** Ride balloons through flocks of Skeleton Goonies while avoiding falling bombs. Use an egg to snag the red coin on the way up.



- 4** Switch to Baby Peach then float up to the doorway on top of a cloud. Once you're on the other side, get over to the Stork Stop so you can switch to Baby DK. Avoid the spinning fireballs while you climb up the vines to the Baby DK Coin.

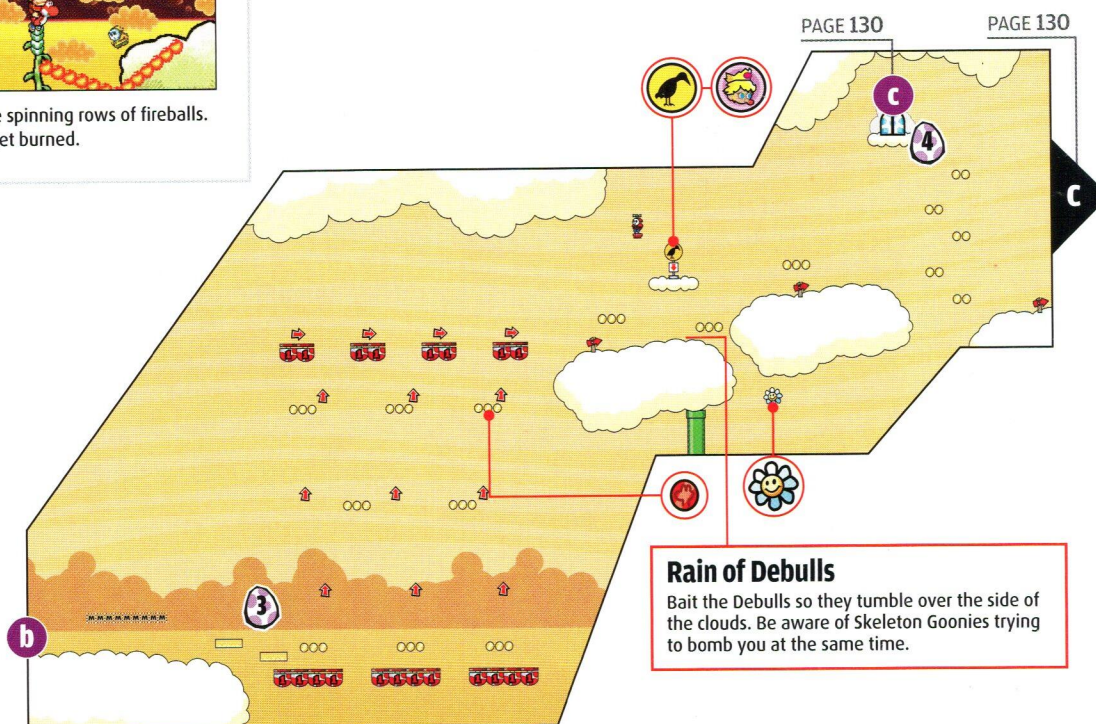


Take your time as you climb through the spinning rows of fireballs. If you rush through it, you're bound to get burned.



### Spin Zone

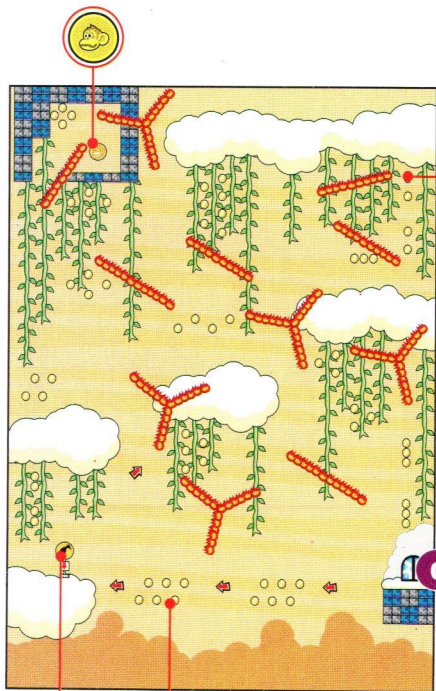
Watch your timing as you jump through an array of revolving platforms. They move at different speeds, and that can make jumps difficult.



### Rain of Debulls

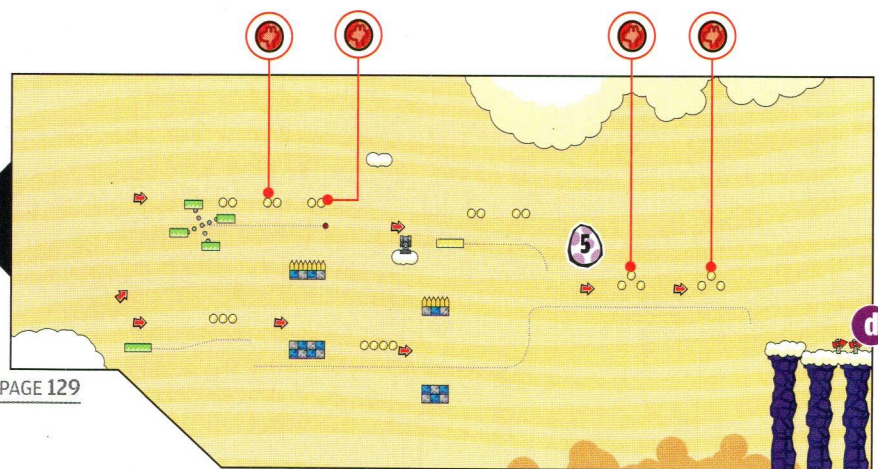
Bait the Debulls so they tumble over the side of the clouds. Be aware of Skeleton Goonies trying to bomb you at the same time.





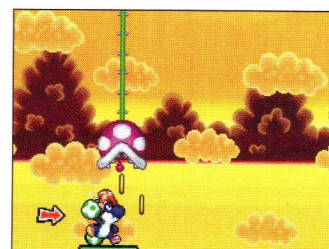
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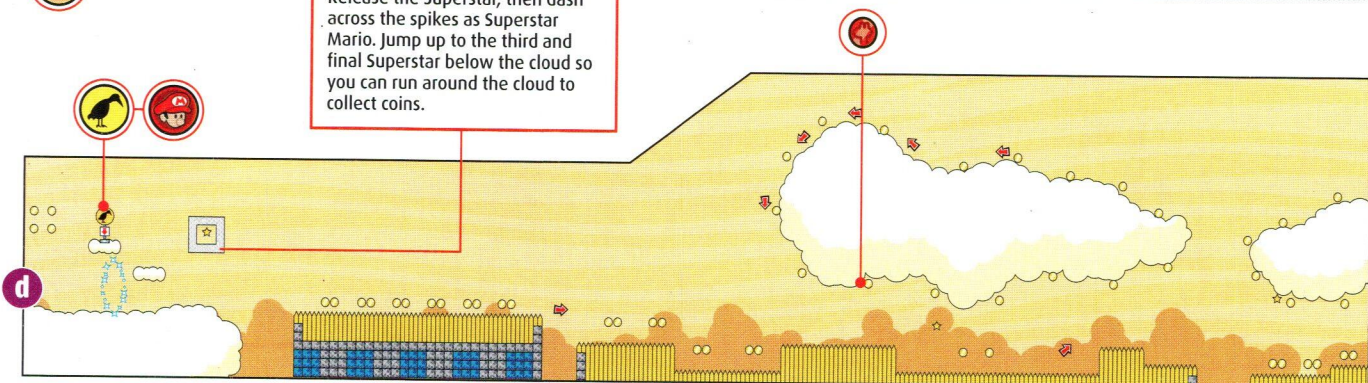
5

Ride across the sky on the moving platforms. Bullet Bills are the main threat here, but you can dodge them easily if you watch the cannons carefully. Shoot eggs at the Bungee Piranhas to protect yourself when you pass beneath them.



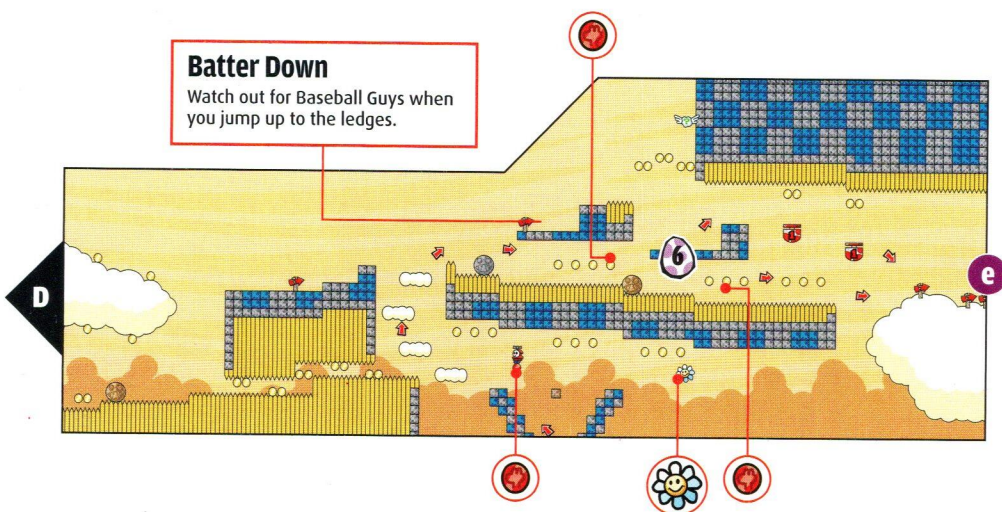
### Star Entrance

Release the Superstar, then dash across the spikes as Superstar Mario. Jump up to the third and final Superstar below the cloud so you can run around the cloud to collect coins.



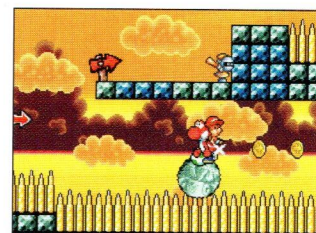
### Batter Down

Watch out for Baseball Guys when you jump up to the ledges.

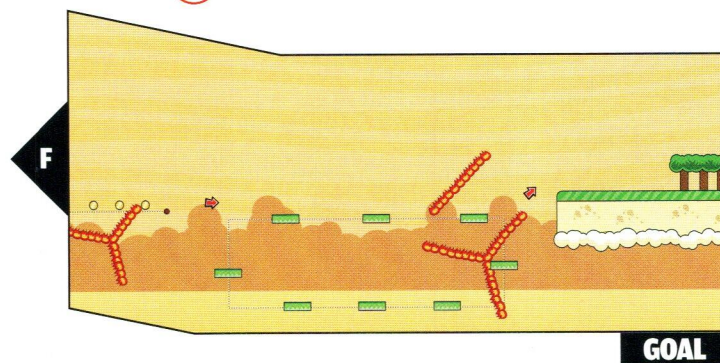
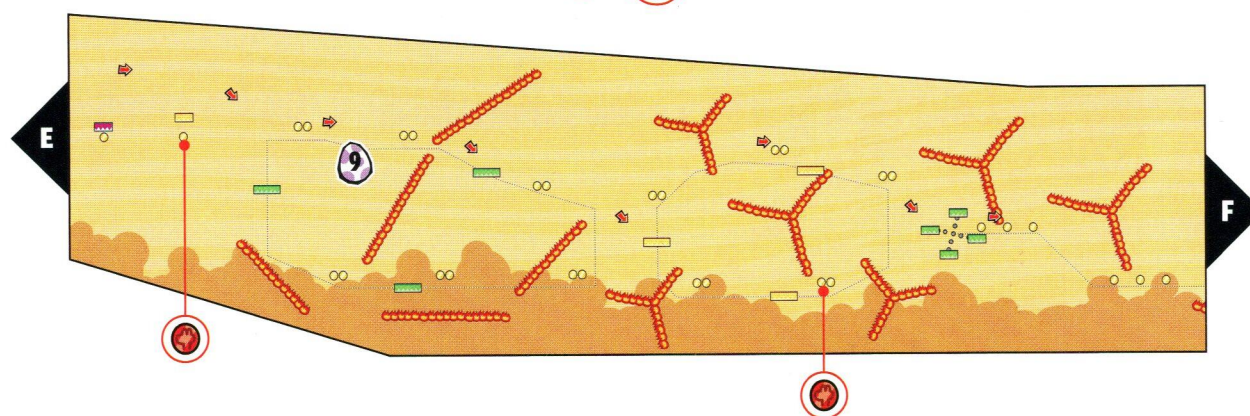
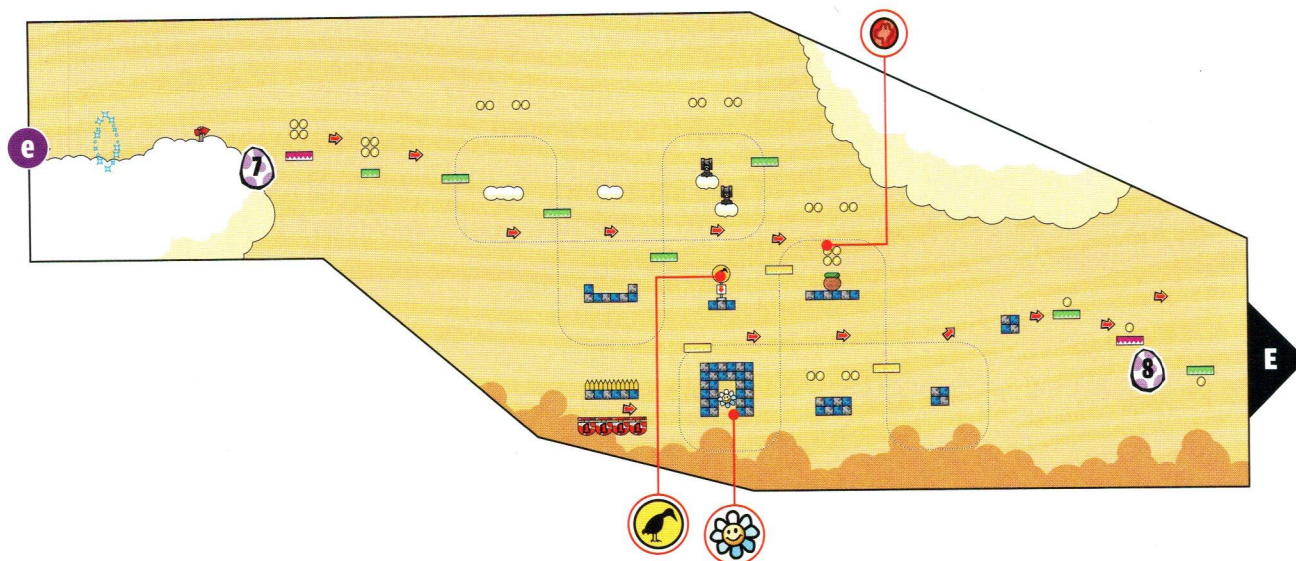


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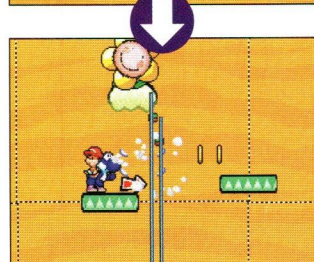
Hop on the Chomp Rock to roll across the last section of spikes, then jump up to the cloud to move to the next area.



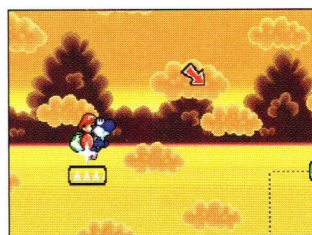




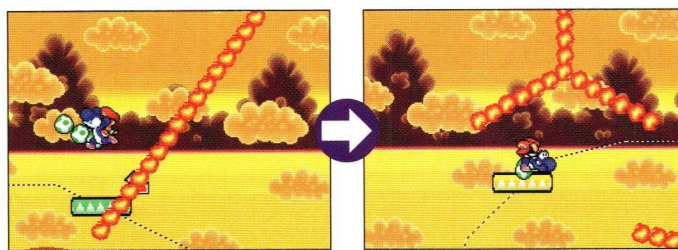
**7** Hustle across the first few platforms here—they will drop away immediately when you touch them. Maintain a good supply of eggs here so you can take out the Shy Guys on Stilts and the Piranha Plants.



**8** Jump between dropping platforms to move across the sky. You'll need to ride each platform for a second as it falls so you can grab the coin beneath it.



**9** The last challenge of the level is a series of tracked platforms that move through spinning rows of fireballs. Use the limited space on top of each platform to squeeze past the fireballs. Duck and jump as necessary.

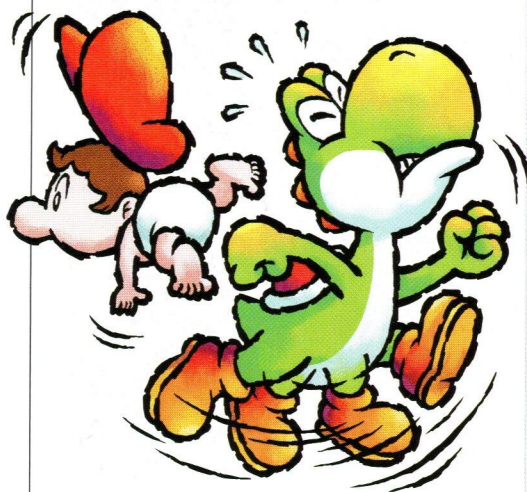
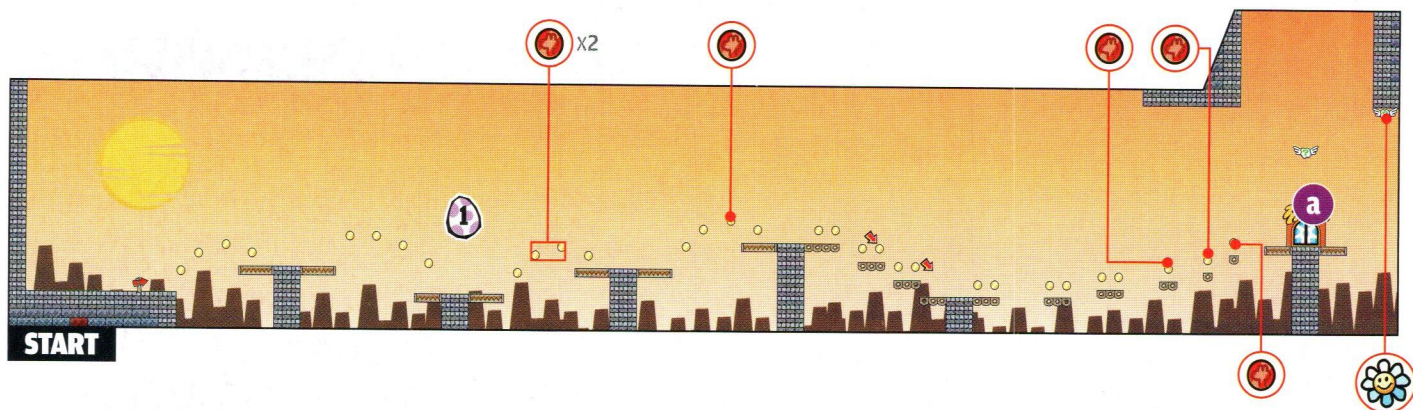




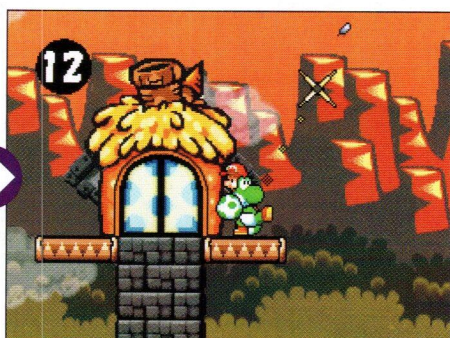
# World 5-8

at last, bowser's castle!

If you've made it this far, then you won't be daunted by the massive final level you're about to face. Welcome back, Baby Wario and Baby Bowser!



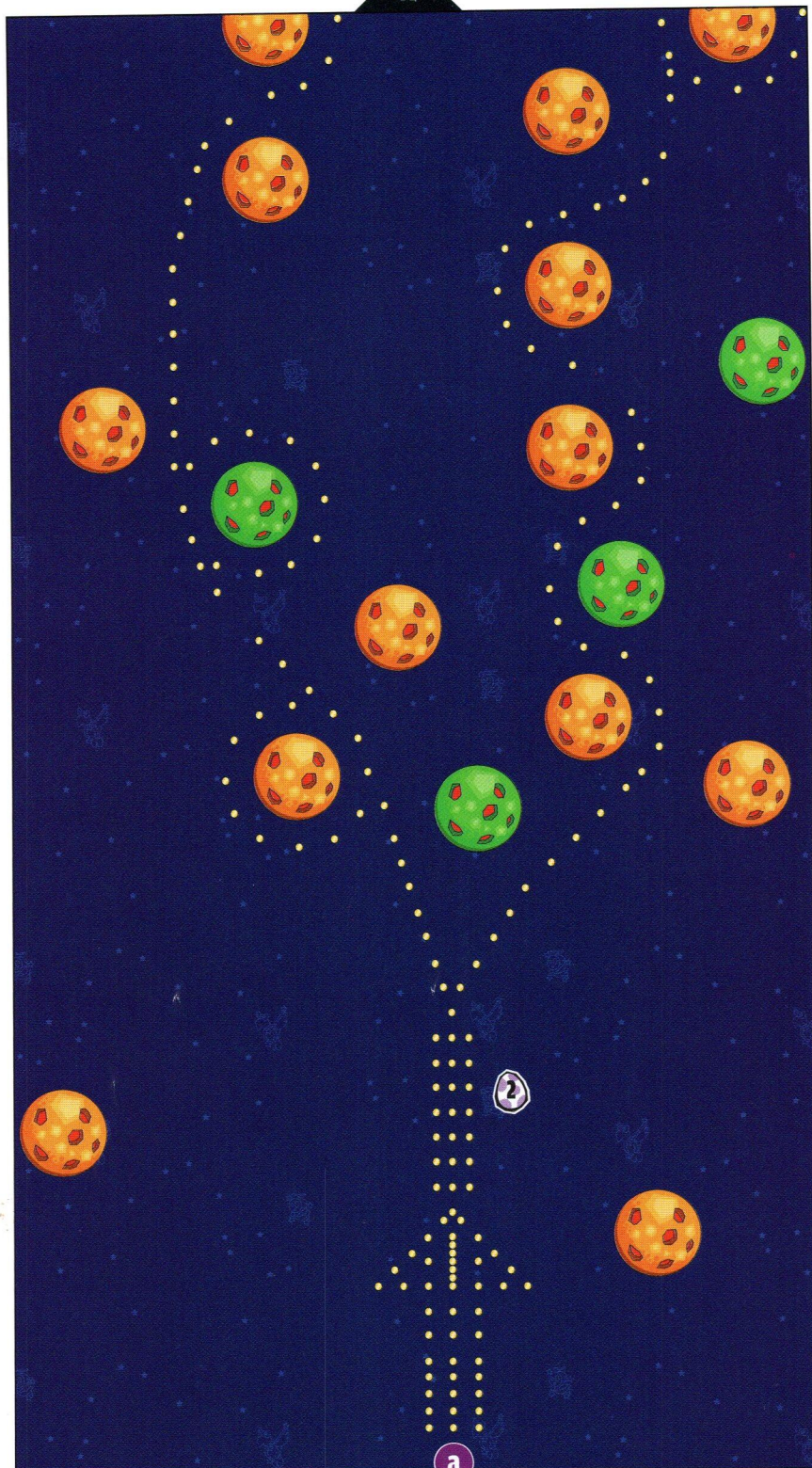
**1** The Skeleton Goonies are back with their bombs and uncanny timing for messing up your jumps. They are particularly bad through the opening section of the level. Take every opportunity to slurp up the enemies to deny them a shot at you with their bombs. Be patient before you start jumping along a series of donut platforms—wait until you have a relatively clear path.



Keep some eggs ready for when you reach the door. You'll need to shoot a couple of Winged Clouds before you move on to the next area.



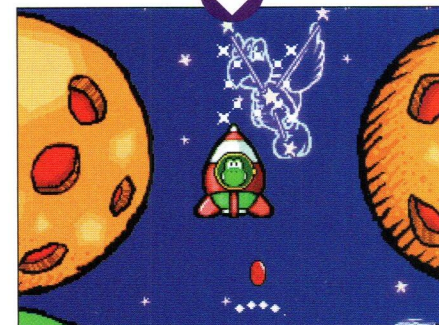
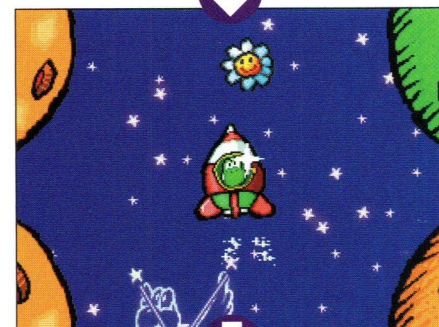
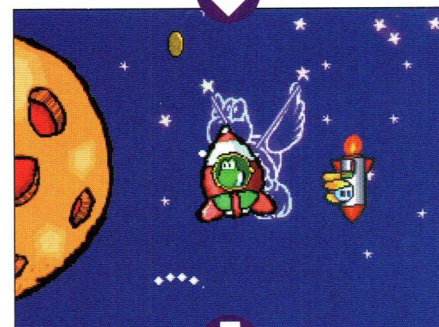
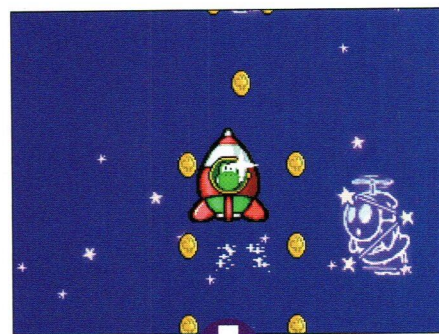
A



B

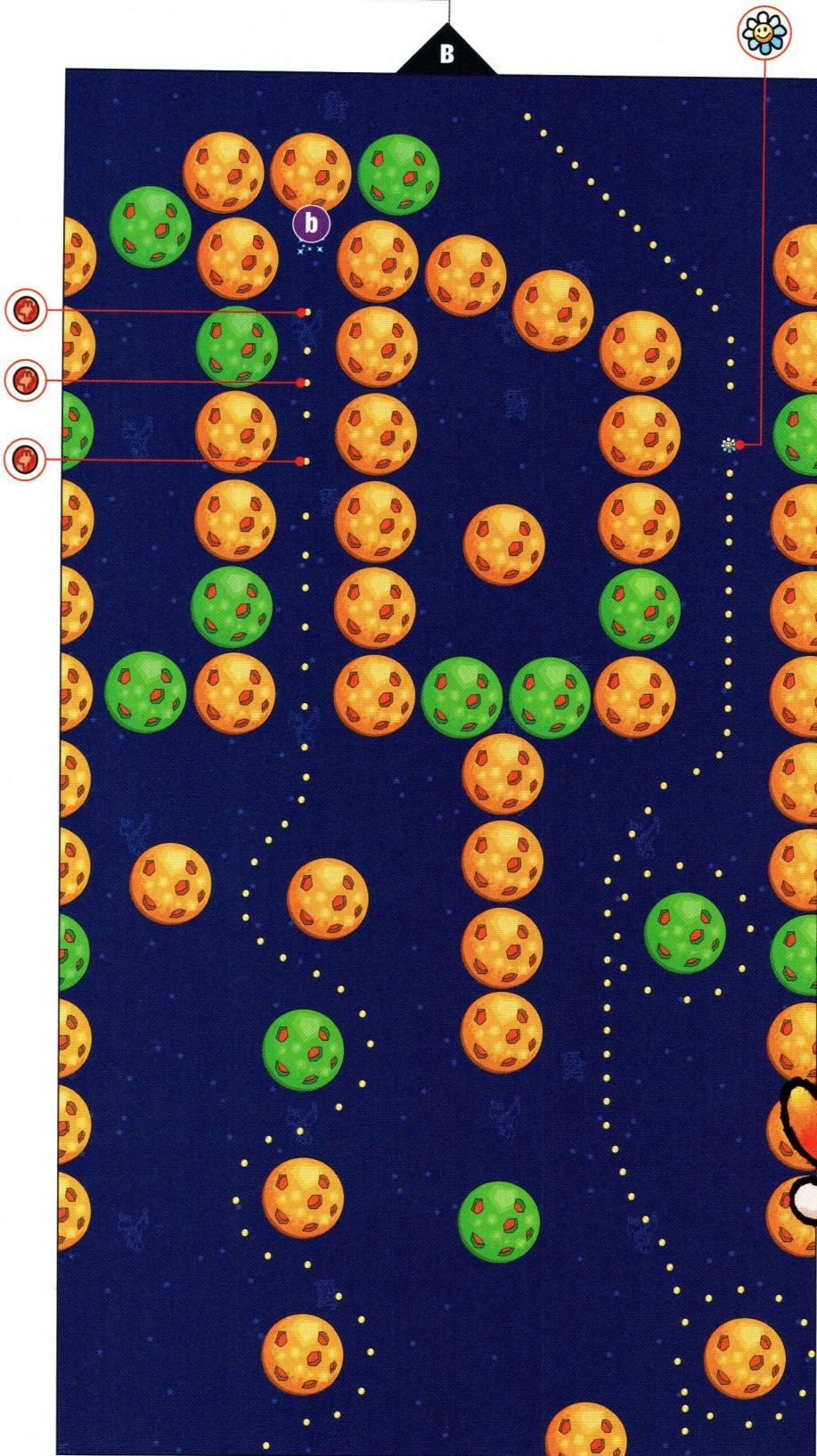
2

Compared to a similar area in World 5-4, the space level in World 5-8 is quite large and has many enemy ships to avoid. Use the map to track down the flower and the red coins so you don't get lost among the constellations.





B



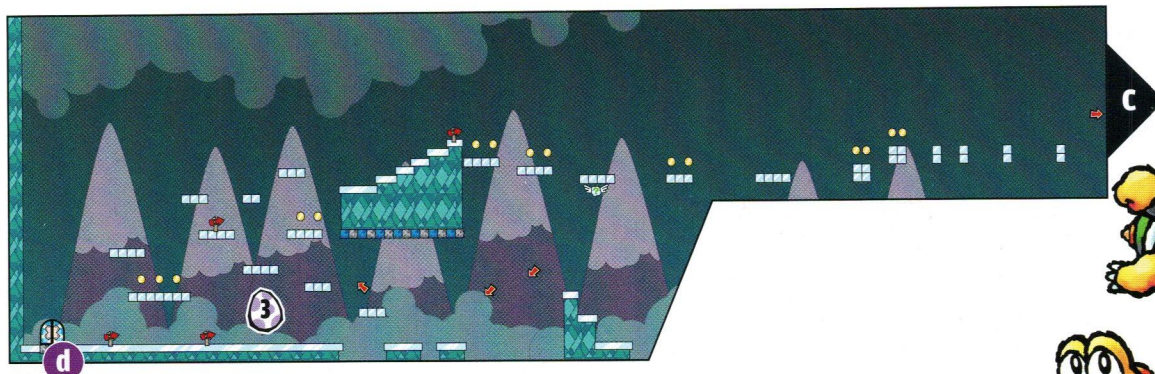
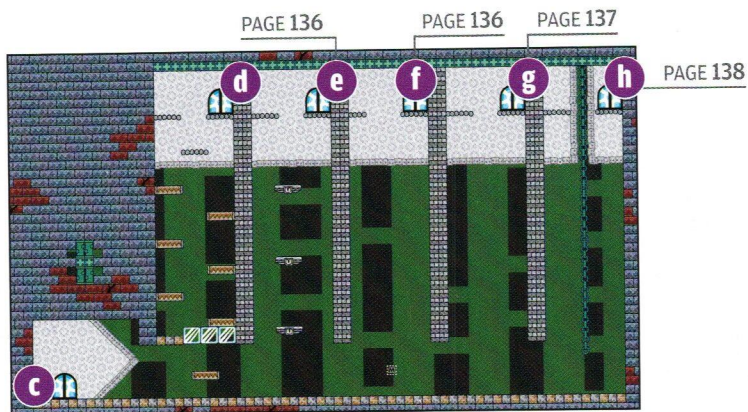
A



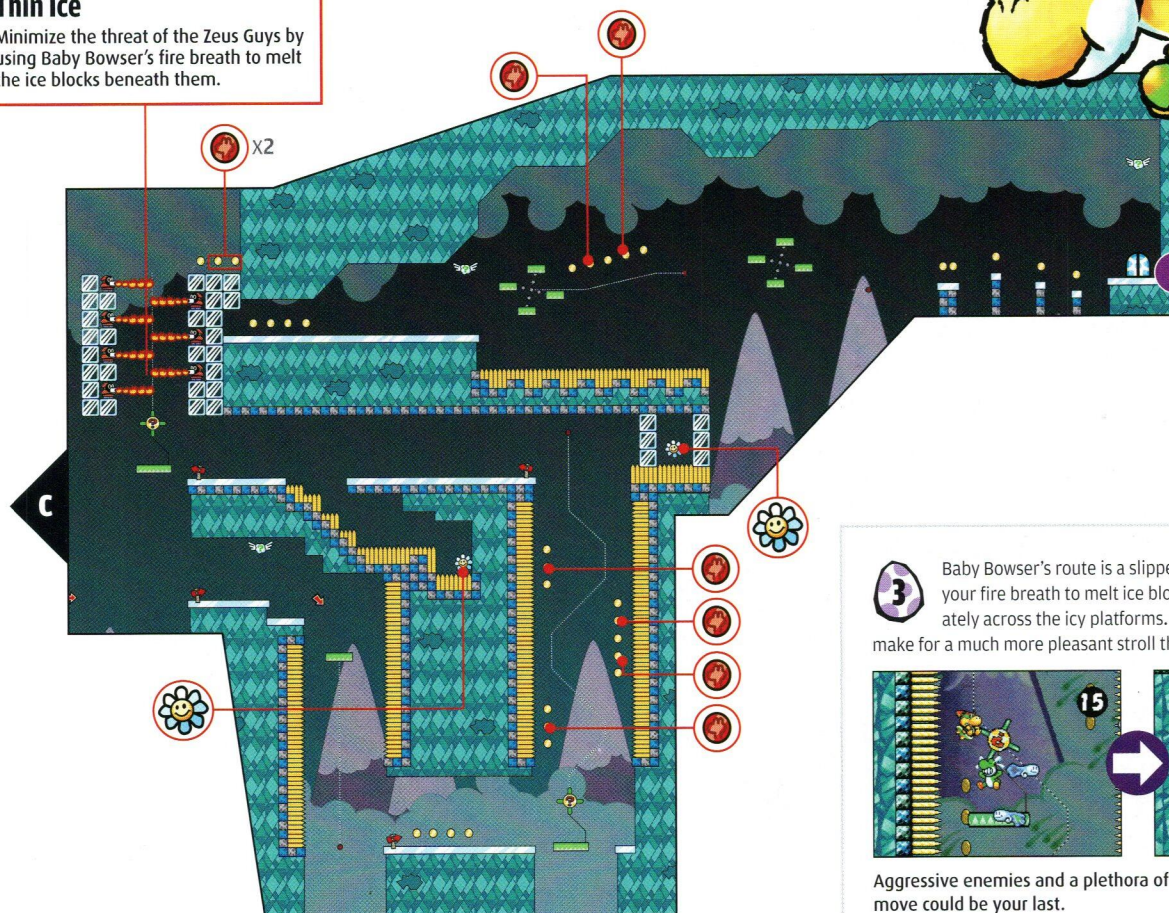




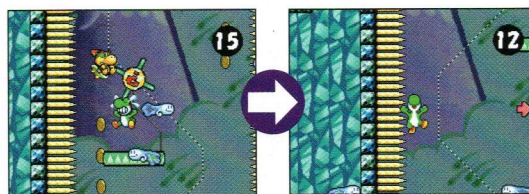
**Mystery Door**  
This door leads to one of five paths through the castle. Each baby has a specific route that only he or she can access.



Minimize the threat of the Zeus Guys by using Baby Bowser's fire breath to melt the ice blocks beneath them.

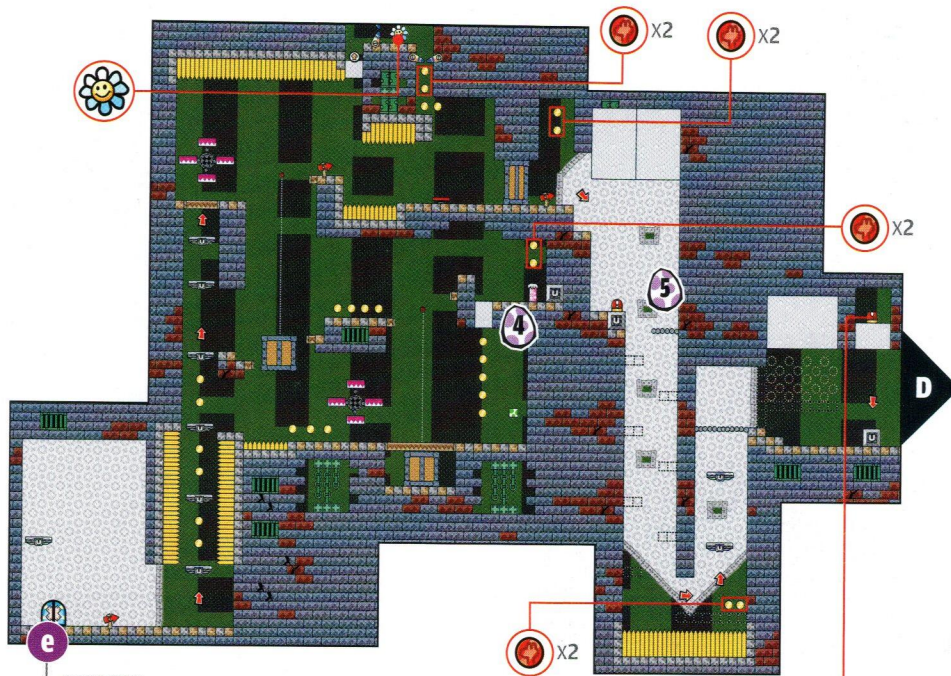


 Baby Bowser's route is a slippery ice level where you can use your fire breath to melt ice blocks. Move slowly and deliberately across the icy platforms. Annoying as they are, they make for a much more pleasant stroll than the rows of spikes.



Aggressive enemies and a plethora of spikes mean any wrong move could be your last.





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### Pull the Switch

As Wario, shoot the dirt to make the switch drop onto a metal crate, then pull the crate as far to the right as possible. Stomp it then move like the wind.

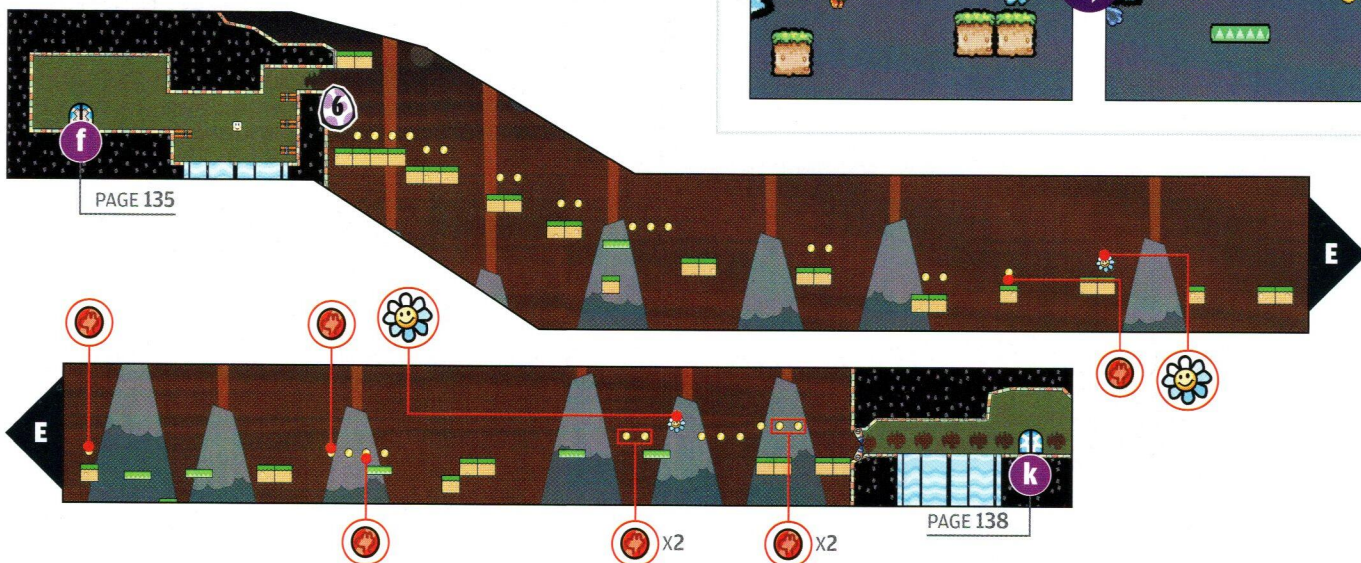
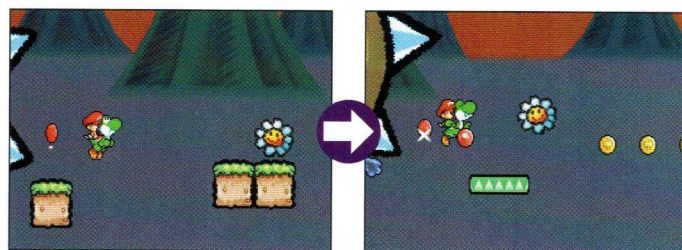
**4** The metal crate on high needs to take a trip atop the elevator crates so you can position it underneath a spring ball. Ground-pound the soft stone, then pull the metal crate down through a gap in the floor. Use the revolving platforms to hoist the metal crate up on two elevator crates.



**5** Use the magnet to pull a switch-topped metal crate onto the spiked floor. Jump down onto the switch then run across the temporary blocks to reach metal platforms you can pull down with the magnet.



**6** Baby Mario's extra speed will come in handy when you race across a series of platforms as a Super Big Tap-Tap rolls after you. You know the drill—keep moving or perish.



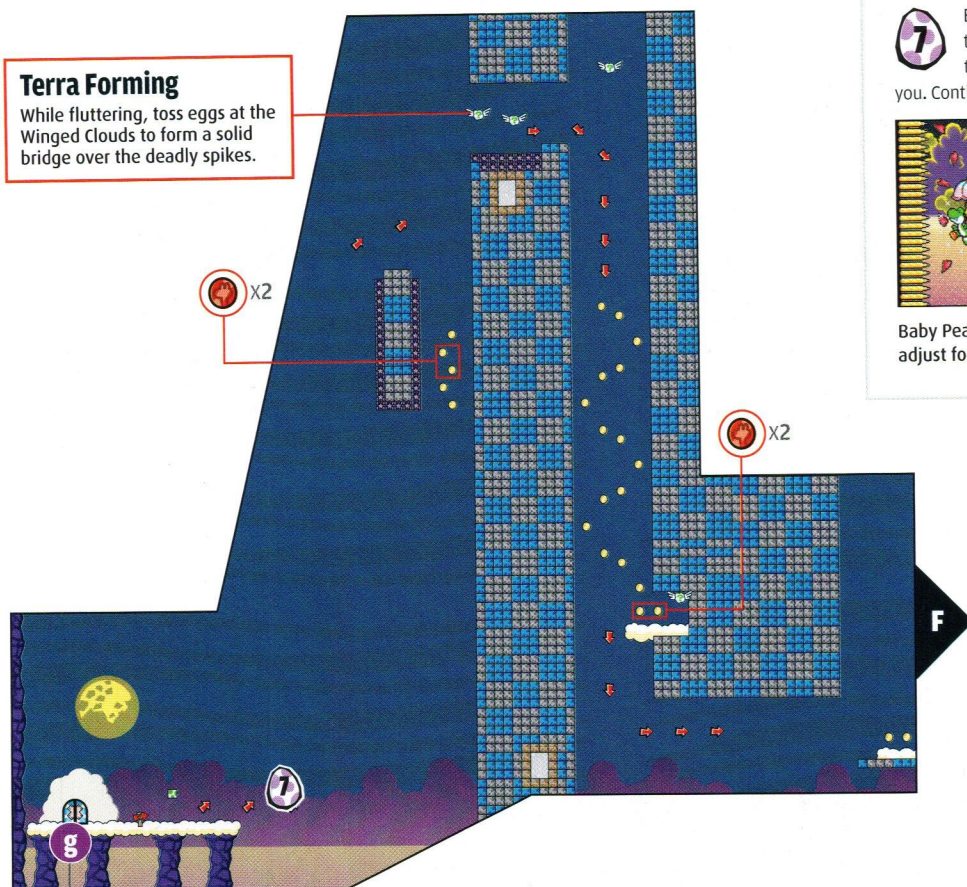
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## Terra Forming

While fluttering, toss eggs at the Winged Clouds to form a solid bridge over the deadly spikes.



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7

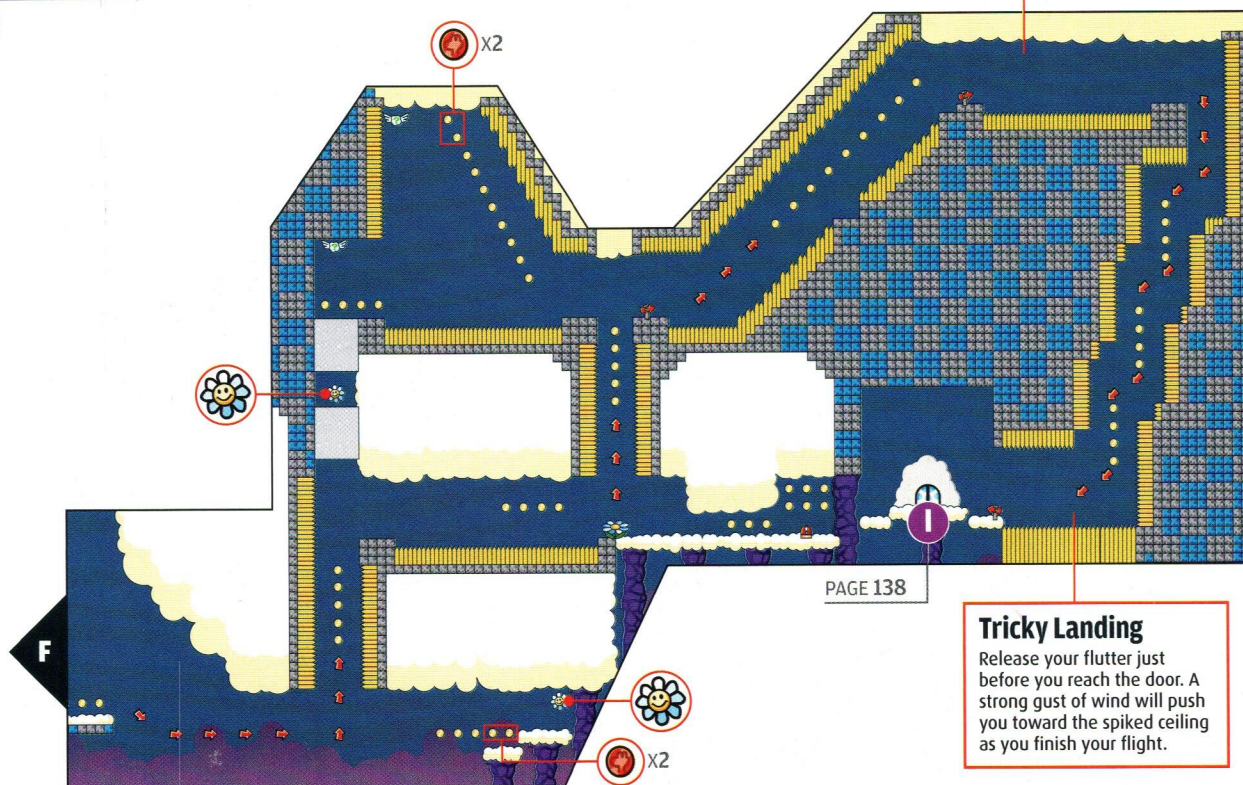
Baby Peach must use her parasol to drift on the winds through her special area. You'll have limited flying space, so try to keep the spiked walls on either side equidistant from you. Continue slurping enemies and making eggs whenever possible.



Baby Peach's route becomes very narrow at the end. Be ready to adjust for dangerous wind currents.

## Stun on the Run

Blast the Drool Hards with eggs to stun them—otherwise they'll knock Baby Peach off of Yoshi's back. Without her aboard, Yoshi will fall like a stone.



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## Tricky Landing

Release your flutter just before you reach the door. A strong gust of wind will push you toward the spiked ceiling as you finish your flight.





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## BOSS

## Baby Bowser

That dirty traitor Baby Bowser will start off the three-stage boss battle with high-speed physical attacks and fireballs. Keep your aiming reticle locked and at the ready so you can tag him with eggs when he zips into view.



## Bowser

Unload any excess eggs you have—they're worthless now. An Items Balloon will bring you the large eggs you need to stun the boss. When Bowser falls down and flashes, ground-pound him. Pound him three times and you're almost done!



## Giant Bowser

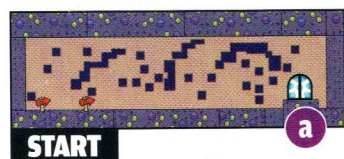
What exactly is this guy eating? Bowser will assume massive proportions for the final stage of the battle. Luckily, you'll have the power of all four remaining babies at your disposal—at the same time! Move your crew into position to grab sets of large eggs when they appear. Wait until the boss's head comes into view, then target it and fire to release all four eggs at once. While you wait for clean shots, dodge Bowser's fire blasts and falling boulders by huddling near the sides of the platform. Keep blasting him to free the babies!



## secret 5

## yoshi's island easter eggs

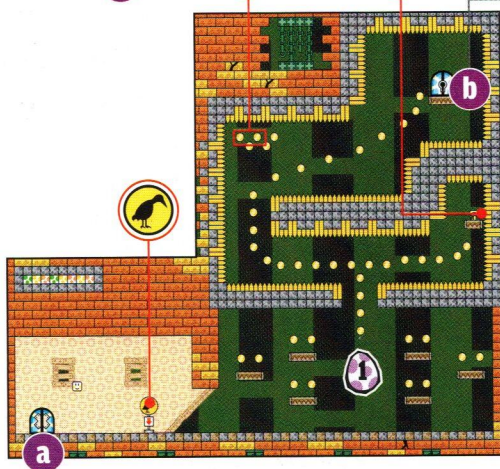
We know it takes a while to finish this game, but is it Easter already?



x2



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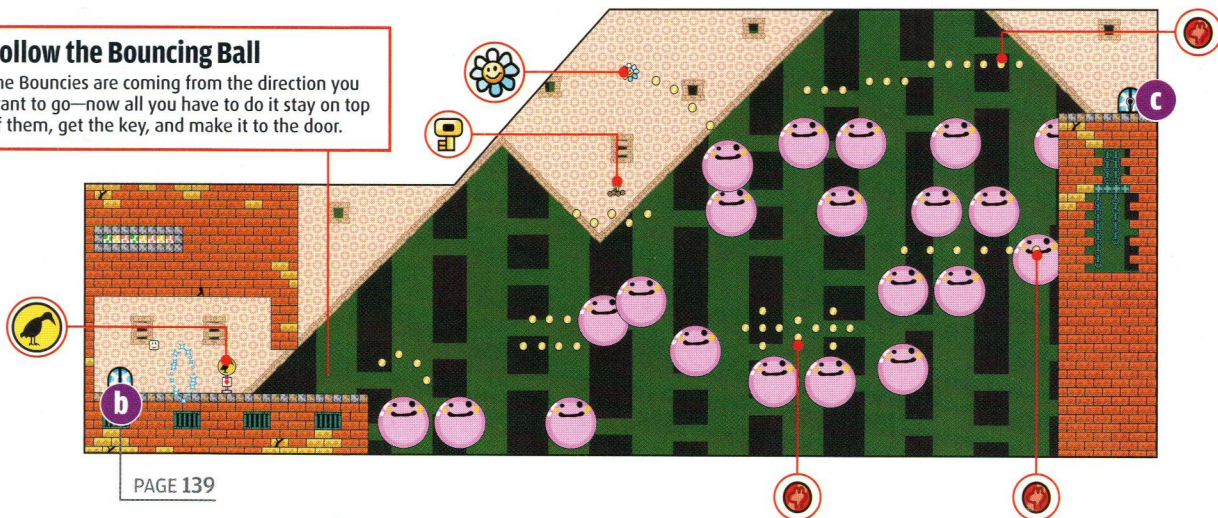
Now's your chance to take revenge on those annoying Lakitu bombers. Climb to a high platform and drop onto a Lakitu to boot it off its cloud. Ride the cloud up to the key and then to the locked door. Try not to land on the platform when you grab the key. You may lose your cloud, and then you'll be stuck in spike land without a ride.



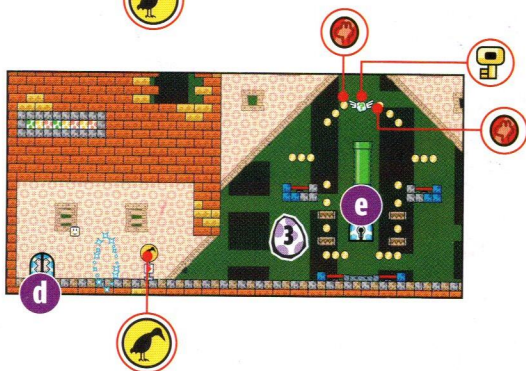
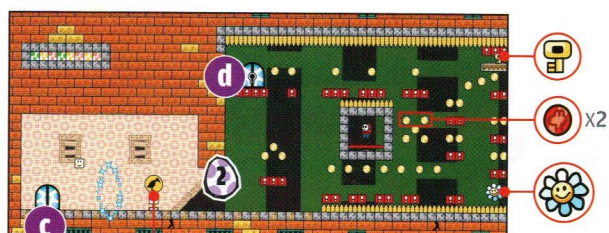


## Follow the Bouncing Ball

The Bouncies are coming from the direction you want to go—now all you have to do is stay on top of them, get the key, and make it to the door.



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2

A bouncing Shy Guy is turning temporary blocks on and off at regular intervals. Time your jumps so you land on them when they are solid. The exit door is near the ceiling, but the blocks below it must be solid if you want to open it.



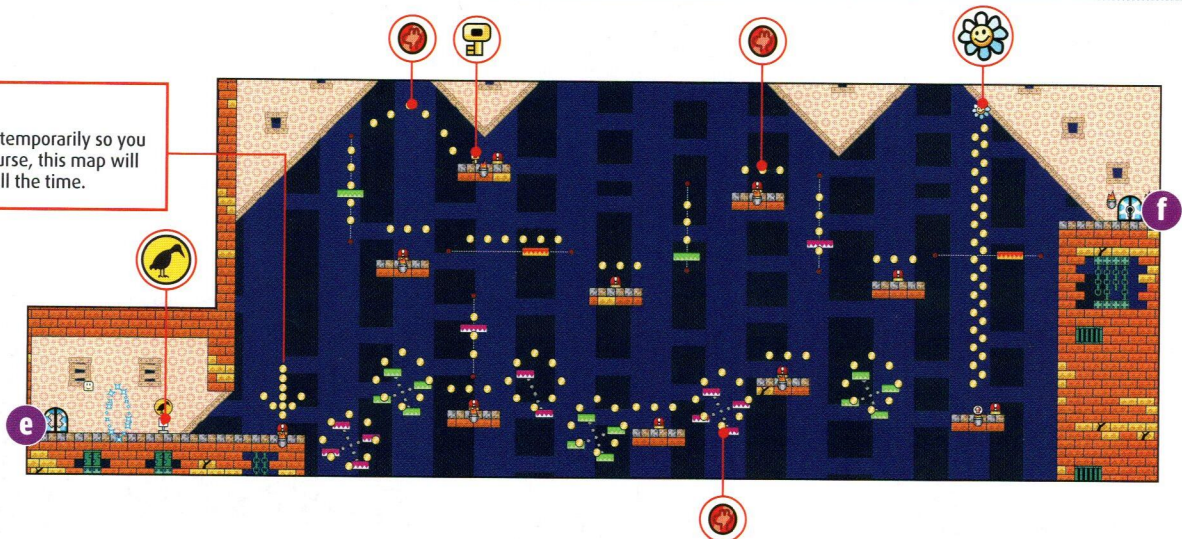
3

Spit Shy Guys so they land unharmed on top of all four switches. Aim into the air so they roll and land without disappearing. You have a limited amount of time to depress all the switches before the previously placed Shy Guys escape. You'll get a key when you finish the job.



## Lights Out!

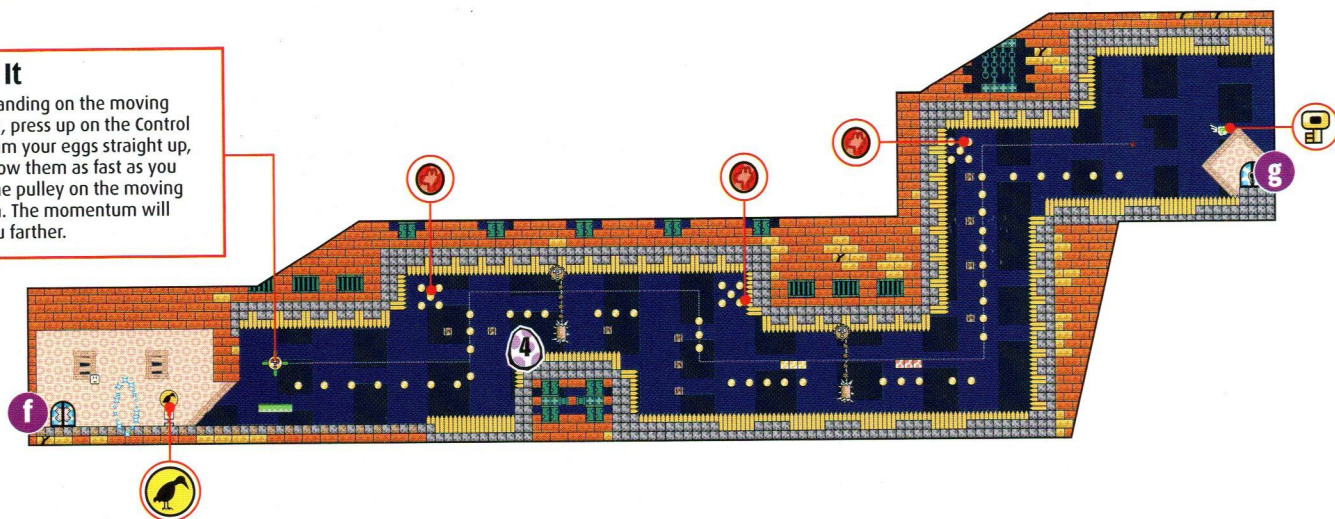
The switches light the room temporarily so you can get your bearings. Of course, this map will let you keep your bearings all the time.





# Crank It

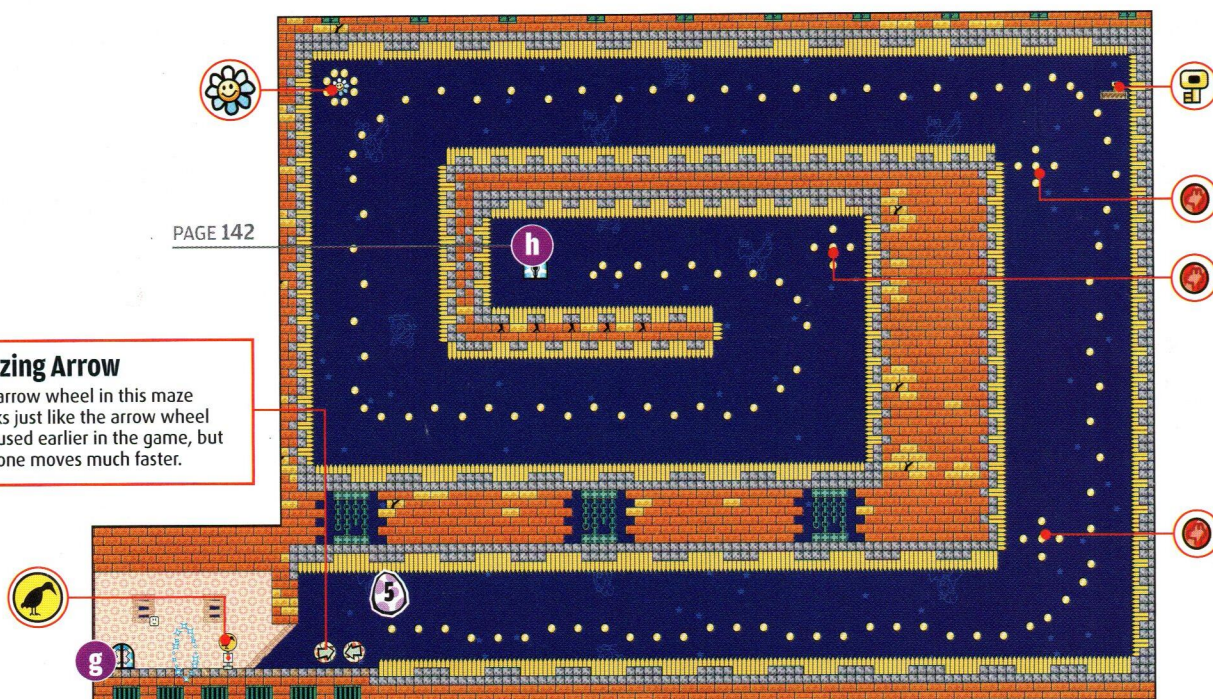
While standing on the moving platform, press up on the Control Pad to aim your eggs straight up, then throw them as fast as you can at the pulley on the moving platform. The momentum will push you farther.



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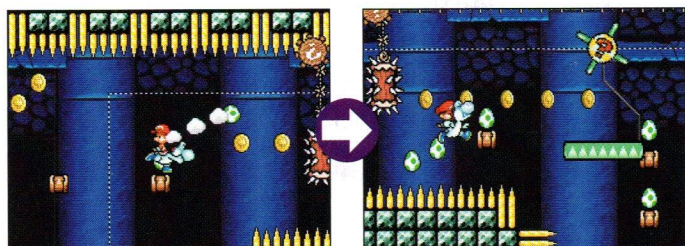
# Blazing Arrow

The arrow wheel in this maze works just like the arrow wheel you used earlier in the game, but this one moves much faster.



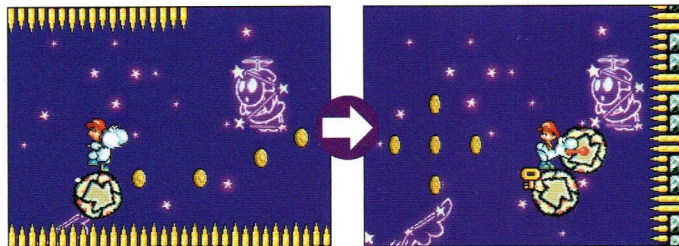
4

As you zip along on your egg-powered platform, you'll encounter spiked weights blocking your path. Quickly shoot the pulleys above the weights to make them swing out of the way, then throw eggs to push your platform away from danger.



5

Hold the counterclockwise arrow wheel in your mouth and ride the clockwise wheel to the key. Spit the counterclockwise wheel a safe distance from the spikes before you reach the key, then drop to the wheel to complete your trip.



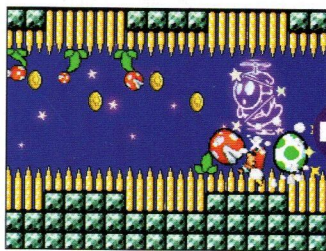


Every Piranha Plant must die before you can exit this room. Keep gobbling Superstars until the job is finished.

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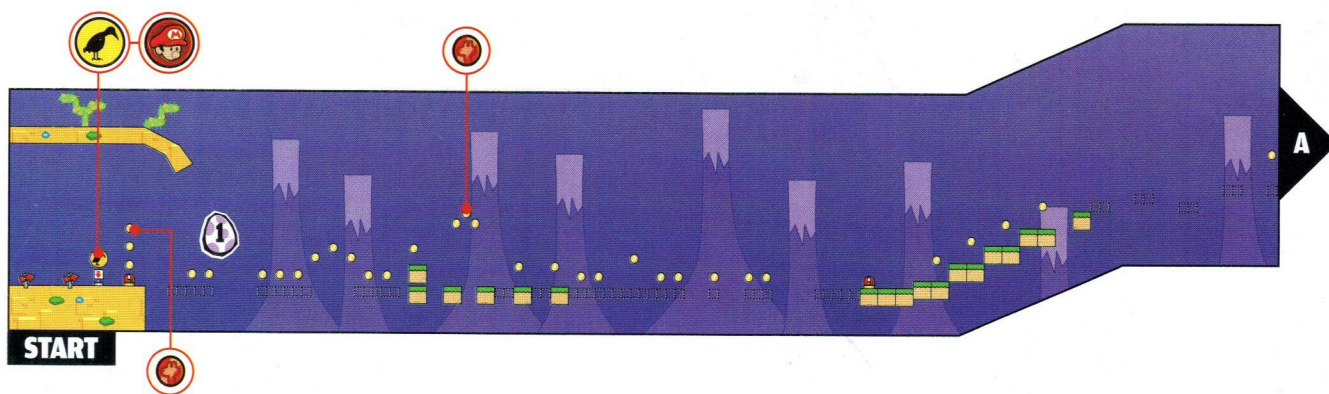
**6** The middle row has Piranha Plants on the floor and the ceiling, so you'll need to go back and forth at least twice to kill all of them. Don't push your luck—backtrack to replenish your powers with Superstars whenever necessary.



# extra 5

**quit it already, tap-tap!**

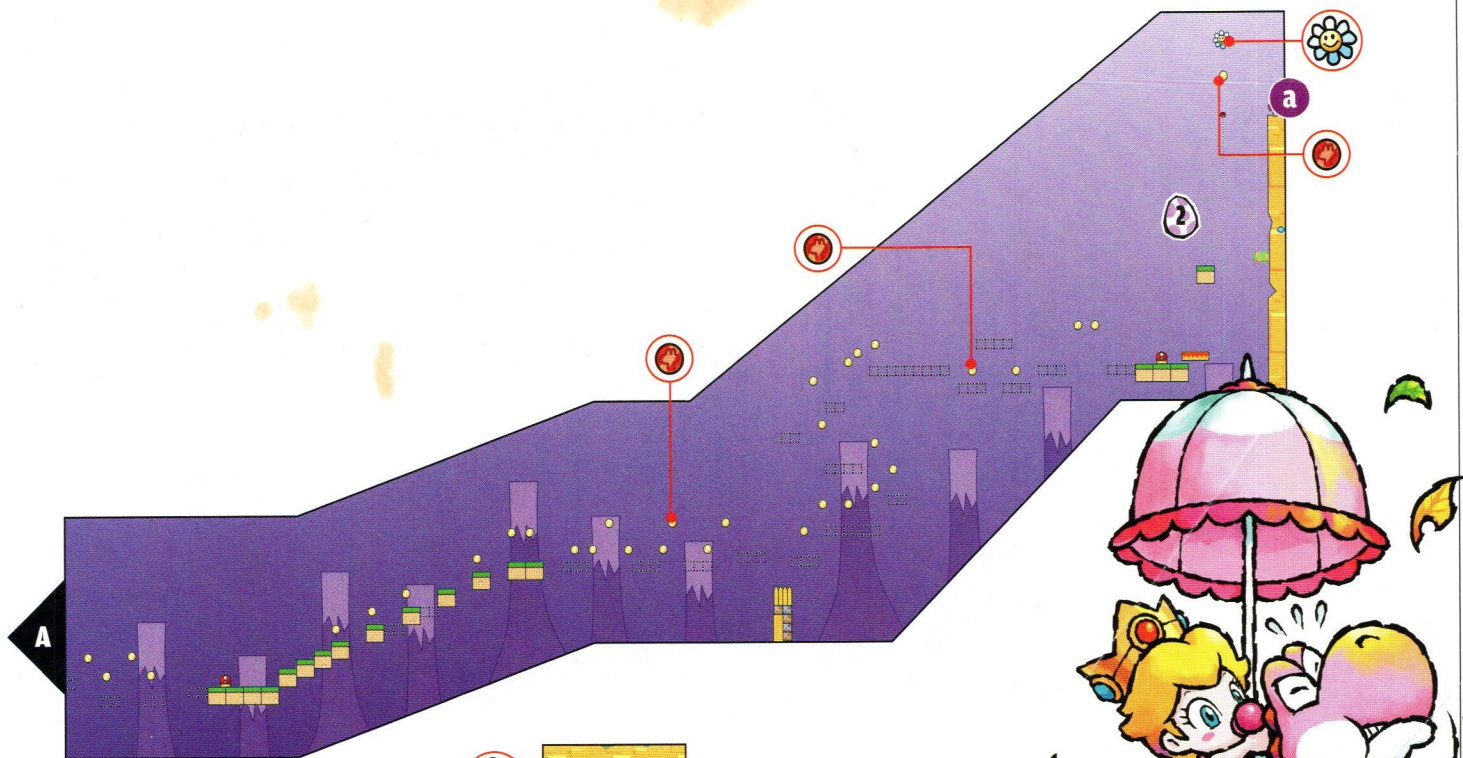
Nothing makes you feel more alive than jumping across skimpy platforms while a Super Big Tap-Tap bears down on you. Enjoy the moment.



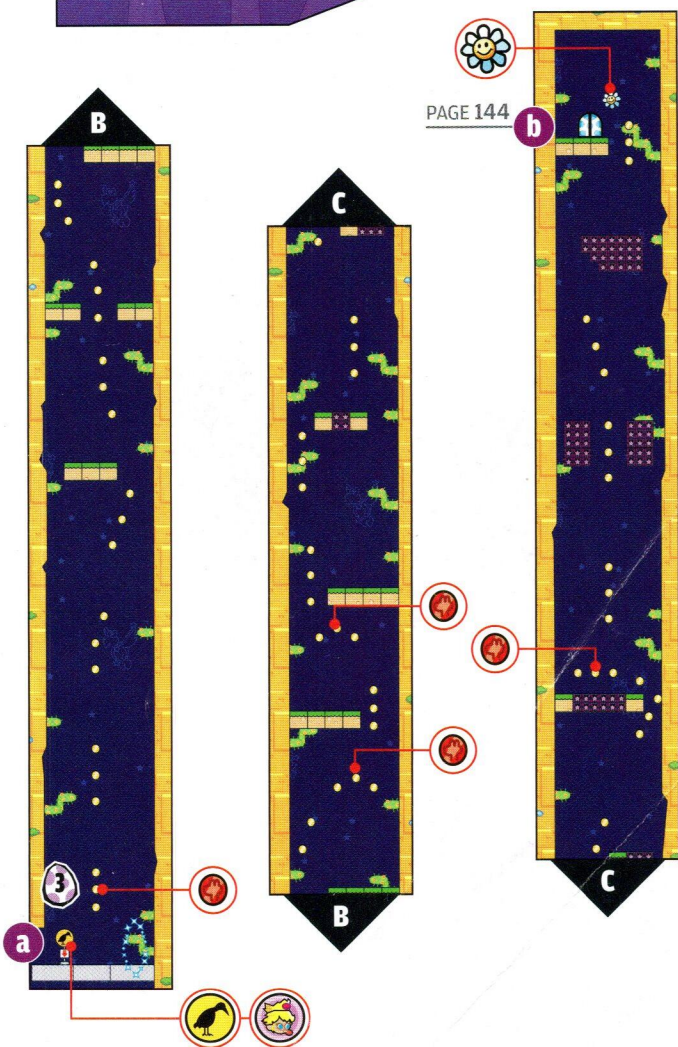
**1** Prepare yourself mentally before you stomp the switch to activate the temporary platforms. As soon as they appear, the Super Big Tap-Tap will be after you like flies on a sewer worker. You'll need to run as fast you can to reach the next two switches.







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2

Don't forget to jump up and grab the red coin and the flower before you exit the first area. The moving platform will give you a boost so you can jump high enough to reach them.

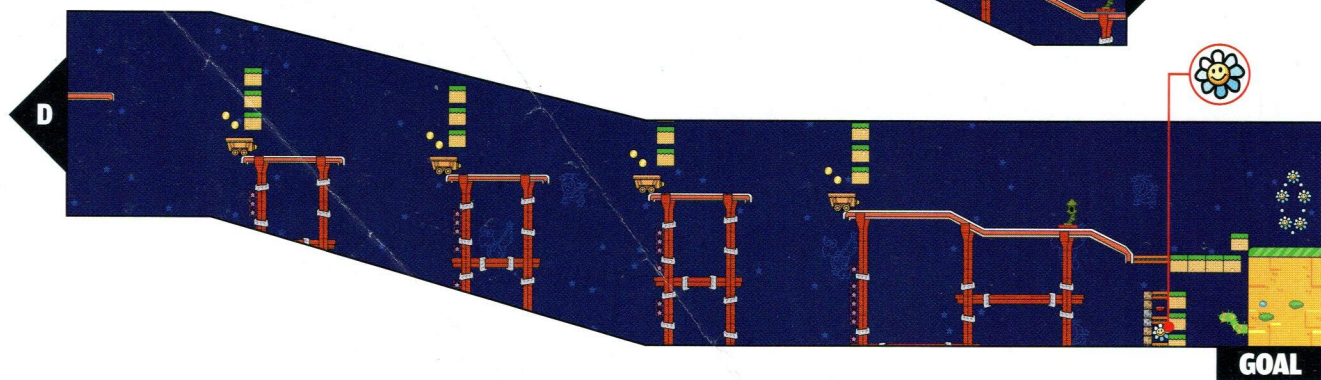
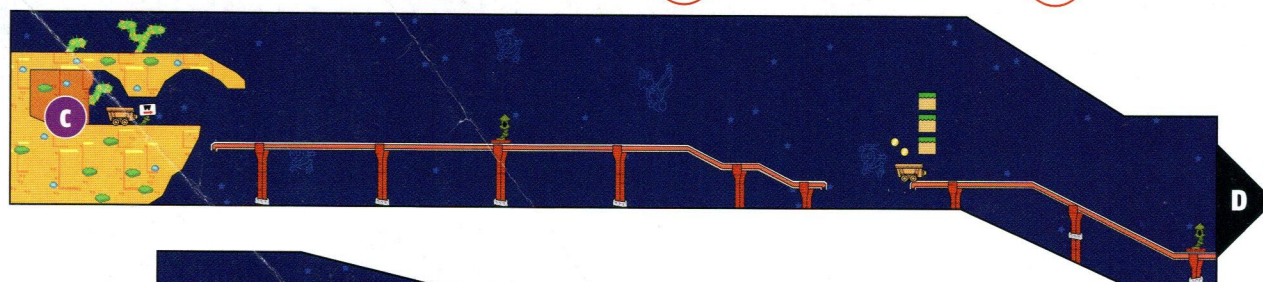
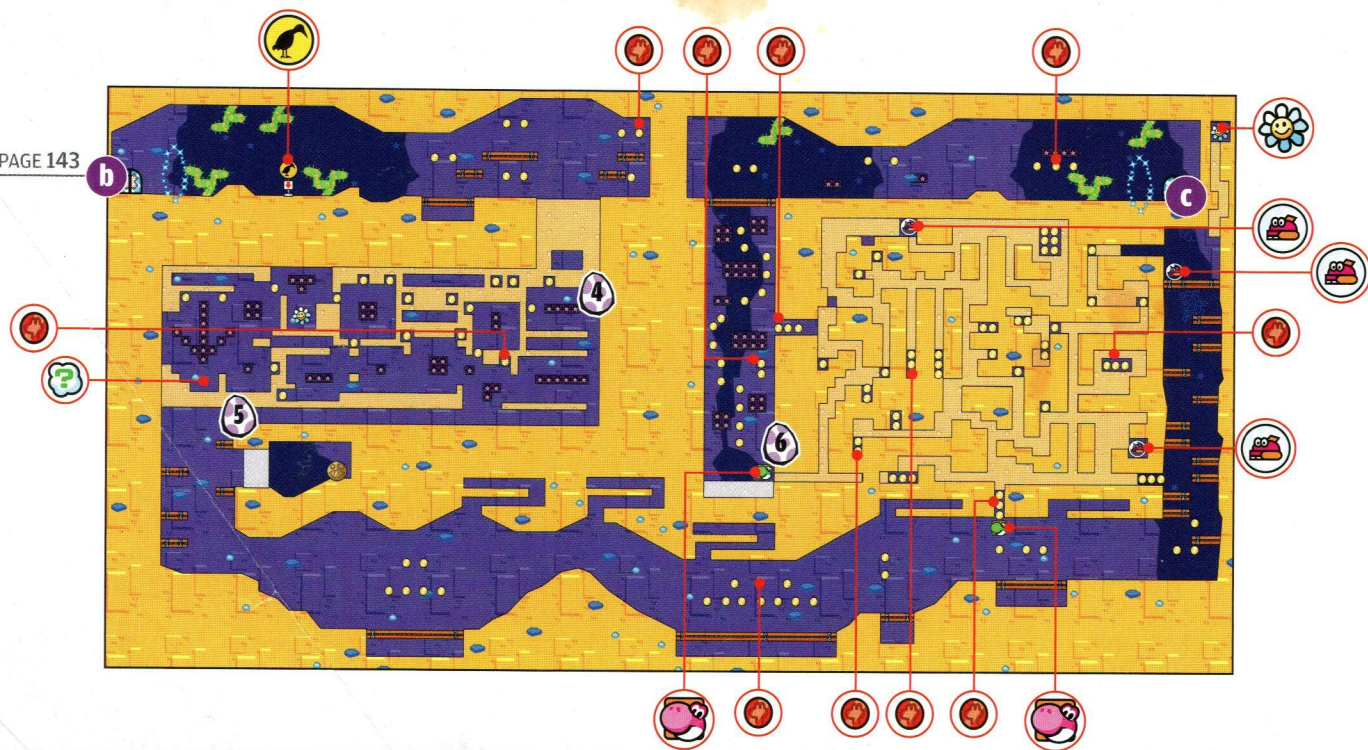


3

Switch to Baby Peach at the Stork Stop, activate the middle ring, then fly like you've never flown before. The Super Big Tap-Tap is still after you, but this time he's moving vertically! Watch out for spike blocks.







4

Ground-pound and shoot your way through a soft-stone maze filled with Tap-Taps and spike blocks. Egg plants will provide you with ammo, and you'll need plenty of it to carve your way through the stone. Leave yourself a path to follow through the spike blocks.



5

Shoot the Winged Cloud to reveal a switch, then stomp the switch to release a Chomp Rock that you can use to crush the many Tap-Taps in your path. Ride the boulder all the way to the right, then climb up to the morph bubble.



6

Exit the maze on the lower-left side. When you touch the stone block, it will begin to ascend through the spike blocks. Move to avoid contact.





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